Subject: Re: 3d device coordinates from a 3D polyline....
Posted by Michael Galloy on Tue, 02 Oct 2012 21:32:01 GMT
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On 10/2/12 3:02 PM, Karl wrote:
> It should also be possible to write a general-purpose function that
> takes a "leaf" graphics object and walks up the scene graph,
> computing the single 4x4 combined matrix and returns it. You would
> then use that single matrix to transform your points.
>
> In a way, you are duplicating the entire transform that IDL applies
> to the points via the underlying graphics system (OpenGL). I don't
> remember if there is a way to get this transform directly from IDL -
> don't think so. And someone out there may have already written an
> IDL function to do this. But, I don't know of any.

Isn't this the ::getCTM() method or am I misunderstanding the situation?

Mike
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