
Subject: Re: ROTATE function

Posted by [greg.addr](#) on Mon, 13 May 2013 15:26:29 GMT

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> It's what happens when software is written years before 24-bit "color
> images" are even a twinkle in the author's eye. :-)

Ok, that makes sense. If you take the longer route using the multi-dimension capable transpose and reverse on a [3,x,y] colour image,

```
b=transpose(a,[0,2,1]) ;leave zeroth as is; swap 1st and 2nd dimensions  
c=reverse(b,1) ;unflip on 1st dimension to arrive at rotation
```

you get some weird psychedelic result. Why? Because transpose understands dimensions numbered from zero, but reverse likes them numbered from 1!

So it should be c=reverse(b,2). Peculiar? But it works, and all is well.

greg
