
Subject: Re: Is it possible to rotate a flipped image with cgImage?

Posted by [Matthew Argall](#) on Wed, 25 Jun 2014 14:11:40 GMT

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As Mats pointed out, I forgot one line before...

```
IDL> flipIm = reverse(im, 2)
```

The following requires a 2D image, but it will do what you want. For 3D images, it would probably be easiest to use the Image() function.

```
cgLoadCT, 13  
cgshade_surf, bytarr(227,149), indgen(227), indgen(149), SHADES=bytsc1(dist(227,149)),  
ROTZ=60, ROTX=90, XSTYLE=5, YSTYLE=5, ZSTYLE=5
```
