Subject: 2d image revolves in 3d

Posted by Helder Marchetto on Thu, 26 Feb 2015 12:27:43 GMT

Hi,
I want to avoid that an image "rotates" in 3d.
Given the following simple code and instructions:

w = window(dimensions=[500,500])
i = image(dist(500), current=w)
l = polyline([0.25,0.75]*scale[0],[0.25,0.75]*scale[1], /data, target=i)

Click at one end of the line and change the size+orientation of the line. If you now move the mouse to the image it shows the "rotating" cursor and if you click on the image and move the mouse, the image will revolve in 3D.

How can I avoid images revolving in 3D? Is there a property of w, i or l to avoid this?

Thanks,
Helder