
Subject: Re: Orb-Object IDL5.4 vs IDL6.0

Posted by [Mark Hadfield](#) on Mon, 20 Dec 2004 21:12:36 GMT

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Ralf Schaa wrote:

> Hi Group,

>

> no big deal but I'm curious:

> I discovered that rotating the Orb-Object in IDL5.4 is a nice smooth
> thing to do: rotating is done relative to the center of my view-Object.

> In 6.0 however the rotating is done relative to some other point, so

> when I rotate my Orb there is a rotation and a translation...

> is this an intended property ?

How did you make your orb object? What widget application are you viewing it in?

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

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Subject: Re: Orb-Object IDL5.4 vs IDL6.0

Posted by [Ralf Schaa](#) on Tue, 21 Dec 2004 18:54:52 GMT

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Hi Mark,

well I think I now know where the problem is... I adjusted the plot3d procedure in the utilities directory (idl5.4) and changed it for my purpose, and run that thing in idl6.0.

the original plot3d procedure has the same behaviour when using the 5.4-version in 6.0; so i should not mix things together,i guess...

best regards,

-Ralf

Mark Hadfield wrote:

> Ralf Schaa wrote:

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