
Subject: Re: IDLgrModel rotation axis's origin
Posted by [Rick Towler](#) on Thu, 17 Nov 2005 19:33:38 GMT
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photosalex wrote:

- > Do I understand it correct that the origin of the user-defined rotation
- > axis of IDLgrModel::Rotate is always [0,0,0], that is any of such
- > user-defined rotation axes passes through [0,0,0] ?

Yes. To rotate about another point you need to translate, rotate, then translate back. For example, to rotate objects contained in oModel about a line parallel to the Y axis passing thru [1,0,0]:

```
oModel -> Translate, -1, 0, 0  
oModel -> Rotate, [0,1,0], 90  
oModel -> Translate, 1, 0, 0
```

-Rick
