
Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Tue, 26 May 2009 18:30:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

nata wrote:

> Hi people,
>
> I've 2 IDLgrImages into an IDLgrModel and I want to rotate the images
> 30 degrees.
> I tried to use the IDLgrModel::Rotate method and I did not succeed
> with the rotation.
>
> I tried a lot of combinations:
> model->rotate, [0,0,0], 30
> model->rotate, [1,0,0], 30
> etc..
>
> Why the images don't rotate? grgrgggrrrr
> How to do that ?
>
> Thanks in advance,
> nata
>

Set the TRANSFORM_MODE property of the IDLgrImage to 1 (assuming you have IDL 6.2+).

Mike

--

www.michaelgalloy.com

Associate Research Scientist

Tech-X Corporation

Subject: Re: ROTATE MODEL

Posted by [natha](#) on Tue, 26 May 2009 18:44:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

On May 26, 2:30 pm, mgalloy <mgal...@gmail.com> wrote:

> nata wrote:
>> Hi people,
>
>> I've 2 IDLgrImages into an IDLgrModel and I want to rotate the images
>> 30 degrees.
>> I tried to use the IDLgrModel::Rotate method and I did not succeed
>> with the rotation.
>
>> I tried a lot of combinations:

```
>> model->rotate, [0,0,0], 30
>> model->rotate, [1,0,0], 30
>> etc..
>
>> Why the images don't rotate? grgrgggrrrr ....
>> How to do that ?
>
>> Thanks in advance,
>> nata
>
> Set the TRANSFORM_MODE property of the IDLgrImage to 1 (assuming you
> have IDL 6.2+).
>
```

No results,

I try with the TRANSFORM_MODE KEYWORD set to 1 and nothing happens.

```
topo=OBJ_NEW('IDLgrImage',DIMENSIONS=image_sz
[1:2],DATA=image.image,LOCATION=[0,0],/TRANSFORM_MODE)
model=OBJ_NEW('IDLgrModel')
model->Add, topo
;-----
model->Rotate, [0,0,0], 120I
;-----
view->Add, model
scene->Add, view
...
```

What am i doing wrong?
nata

Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Tue, 26 May 2009 18:47:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

nata wrote:

```
> On May 26, 2:30 pm, mgalloy <mgal...@gmail.com> wrote:
>> nata wrote:
>>> Hi people,
>>> I've 2 IDLgrImages into an IDLgrModel and I want to rotate the images
>>> 30 degrees.
>>> I tried to use the IDLgrModel::Rotate method and I did not succeed
>>> with the rotation.
>>> I tried a lot of combinations:
>>> model->rotate, [0,0,0], 30
>>> model->rotate, [1,0,0], 30
```

```

>>> etc..
>>> Why the images don't rotate? grgrggrrrr ....
>>> How to do that ?
>>> Thanks in advance,
>>> nata
>> Set the TRANSFORM_MODE property of the IDLgrImage to 1 (assuming you
>> have IDL 6.2+).
>>
>
> No results,
>
> I try with the TRANSFORM_MODE KEYWORD set to 1 and nothing happens.
>
> topo=OBJ_NEW('IDLgrImage',DIMENSIONS=image_sz
> [1:2],DATA=image.image,LOCATION=[0,0],/TRANSFORM_MODE)
> model=OBJ_NEW('IDLgrModel')
> model->Add, topo
> ;-----
> model->Rotate, [0,0,0], 120I
> ;-----
> view->Add, model
> scene->Add, view
> ...
>
> What am i doing wrong?

```

Rotate about a non-zero vector i.e. model->rotate, [0, 0, 1], 120.0

Mike

--

www.michaelgalloy.com
Associate Research Scientist
Tech-X Corporation

Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Tue, 26 May 2009 18:57:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

mgalloy wrote:

```

> nata wrote:
>> On May 26, 2:30 pm, mgalloy <mgal...@gmail.com> wrote:
>>> nata wrote:
>>>> Hi people,
>>>> I've 2 IDLgrImages into an IDLgrModel and I want to rotate the images
>>>> 30 degrees.
>>>> I tried to use the IDLgrModel::Rotate method and I did not succeed
>>>> with the rotation.

```

```

>>>> I tried a lot of combinations:
>>>> model->rotate, [0,0,0], 30
>>>> model->rotate, [1,0,0], 30
>>>> etc..
>>>> Why the images don't rotate? grgrgggrrrr ....
>>>> How to do that ?
>>>> Thanks in advance,
>>>> nata
>>> Set the TRANSFORM_MODE property of the IDLgrImage to 1 (assuming you
>>> have IDL 6.2+).
>>>
>>
>> No results,
>>
>> I try with the TRANSFORM_MODE KEYWORD set to 1 and nothing happens.
>>
>> topo=OBJ_NEW('IDLgrImage',DIMENSIONS=image_sz
>> [1:2],DATA=image.image,LOCATION=[0,0],/TRANSFORM_MODE)
>> model=OBJ_NEW('IDLgrModel')
>> model->Add, topo
>> ;-----
>> model->Rotate, [0,0,0], 120I
>> ;-----
>> view->Add, model
>> scene->Add, view
>> ...
>>
>> What am i doing wrong?
>
> Rotate about a non-zero vector i.e. model->rotate, [0, 0, 1], 120.0
>
> Mike

```

Here's a simple example (try changing TRANSFORM_MODE to 0 to see the odd results):

```

ali = read_image(file_which('people.jpg'))

view = obj_new('IDLgrView')

model = obj_new('IDLgrModel')
view->add, model

image = obj_new('IDLgrImage', ali, transform_mode=1)
model->add, image

model->rotate, [0, 0, 1], 30.0

```

```
xc = [-1., 2. / 255.]  
image->setProperty, xcoord_conv=xc, ycoord_conv=xc
```

```
win = obj_new('IDLgrWindow', dimensions=[256, 256])  
win->draw, view
```

Mike

--

www.michaelgalloy.com
Associate Research Scientist
Tech-X Corporation

Subject: Re: ROTATE MODEL
Posted by [natha](#) on Tue, 26 May 2009 19:19:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you Mike,

your example is good, I've good results,
thank you

Subject: Re: ROTATE MODEL
Posted by [natha](#) on Wed, 27 May 2009 15:42:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've a last question related with this discussion.
There is a way to rotate IDLgrPolyline objects ? I mean, IDLgrImage
has the /TRANSFORM_MODE keyword but if I use others graphics objects I
can't rotate them. So, if it's possible to rotate graphics objects in
general ?

Thanks,
natha
