Subject: Re: ROTATE MODEL

Posted by Michael Galloy on Tue, 26 May 2009 18:30:50 GMT

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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

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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], 120l
:-----
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

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nata wrote:

- > On May 26, 2:30 pm, mgalloy <mgal...@gmail.com> wrote:
- >> nata wrote:
- >>> Hi people,
- >>> I've 2 IDLqrImages into an IDLqrModel 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], 120l
> :-----
> 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.michaelgallov.com
Associate Research Scientist
Tech-X Corporation
```

Subject: Re: ROTATE MODEL
Posted by Michael Galloy on Tue, 26 May

Posted by Michael Galloy on Tue, 26 May 2009 18:57:51 GMT

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```
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], 120l
>> :-----
>> 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

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Thank you Mike,

you 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

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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, nata