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Subject: ROTATE MODEL

Posted by [natha](#) on Tue, 26 May 2009 17:43:37 GMT

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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

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Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Wed, 27 May 2009 15:54:51 GMT

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nata wrote:

- > 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

You should be able to rotate an IDLgrPolyline (and the other graphics atoms except IDLgrImage) by default:

```
IDL> xobjview, obj_new('IDLgrPolyline', [0, 1, 1, 0, 0] - 0.5, [0, 0, 1, 1, 0] - 0.5)
```

What is the issue you are experiencing?

Mike

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[www.michaelgalloy.com](http://www.michaelgalloy.com)

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Subject: Re: ROTATE MODEL

Posted by [Rick Towler](#) on Wed, 27 May 2009 16:04:20 GMT

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nata wrote:

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- > 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 ?

Not in the same way. Generally you only apply transformations (rotations, translations, etc) on models. Hence the Rotate and Translate methods of IDLgrModel. So if you want to rotate polyline, surface, or polygon objects you place them in an IDLgrModel and use its rotate method.

IDLgrImage is different. Since images aren't comprised of polygons there are no vertices to transform so adding an image object to a model and transforming it doesn't do anything. To actually transform an image you have to create a planar polygon, texture map the image onto it, then transform this polygon. This caused much "confusion and delay" so RSI/ITT added the Transform\_Mode keyword to IDLgrImage which does the hard work for you.

So only IDLgrImage has (or needs) the Transform\_Mode keyword. All other graphics objects are comprised of vertices and can be transformed via IDLgrModel methods.

-Rick

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Subject: Re: ROTATE MODEL

Posted by [natha](#) on Wed, 27 May 2009 17:17:07 GMT

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On May 27, 12:04 pm, Rick Towler <[rick.tow...@nomail.noaa.gov](mailto:rick.tow...@nomail.noaa.gov)> wrote:

- > nata wrote:
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- >> There is a way to rotate IDLgrPolyline objects ? I mean, IDLgrImage
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> hard work for you.  
>  
> So only IDLgrImage has (or needs) the Transform\_Mode keyword. All other  
> graphics objects are comprised of vertices and can be transformed via  
> IDLgrModel methods.  
>  
> -Rick

Ok, I understand.

I see, my polyline object rotates automatically. If I want to rotate  
only some objects I've to use 2 IDLgrModels. Then I could rotate some  
ones and don't do anything with the others.

Thank you for your replies guys,  
nata

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