
Subject: Re: ROTATE function

Posted by [David Fanning](#) on Mon, 13 May 2013 14:57:19 GMT

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greg.addr@gmail.com writes:

> Peculiar that it can't be used to rotate a colour image - only arrays of one (I would never have thought to want to do that...) or two dimensions. Ah well.

It's what happens when software is written years before 24-bit "color images" are even a twinkle in the author's eye. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: ROTATE function

Posted by [greg.addr](#) on Mon, 13 May 2013 15:26:29 GMT

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> It's what happens when software is written years before 24-bit "color
> images" are even a twinkle in the author's eye. :-)

Ok, that makes sense. If you take the longer route using the multi-dimension capable transpose and reverse on a [3,x,y] colour image,

b=transpose(a,[0,2,1]) ;leave zeroth as is; swap 1st and 2nd dimensions

c=reverse(b,1) ;unflip on 1st dimension to arrive at rotation

you get some weird psychedelic result. Why? Because transpose understands dimensions numbered from zero, but reverse likes them numbered from 1!

So it should be c=reverse(b,2). Peculiar? But it works, and all is well.

greg

Subject: Re: ROTATE function

Posted by [David Fanning](#) on Mon, 13 May 2013 15:34:11 GMT

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greg.addr@gmail.com writes:

> So it should be `c=reverse(b,2)`. Peculiar? But it works, and all is well.

My guess is you haven't done much committee work in your career yet, right? ;-)

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: ROTATE function

Posted by [Mark Piper](#) on Mon, 13 May 2013 15:39:06 GMT

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On Monday, May 13, 2013 8:53:44 AM UTC-6, greg...@gmail.com wrote:

> Peculiar that it can't be used to rotate a colour image - only arrays of one (I would never have thought to want to do that...) or two dimensions. Ah well.

>

This drives me bonkers. It's also been in the backlog for years; I'll see if we can get it into 8.3.

mp
