Subject: 2d image revolves in 3d
Posted by Helder Marchetto on Thu, 26 Feb 2015 12:27:43 GMT

Hi,
I want to avoid that an image "rotates" in 3d.
Given the following simple code and instructions:

```
w = window(dimensions=[500,500])
i = image(dist(500), current=w)
l = polyline([0.25,0.75]*scale[0],[0.25,0.75]*scale[1], /data, target=i)
```

Click at one end of the line and change the size+orientation of the line. If you now move the mouse to the image it shows the "rotating" cursor and if you click on the image and move the mouse, the image will revolve in 3D.

How can I avoid images revolving in 3D? Is there a property of w, i or l to avoid this?

Thanks,
Helder

Subject: Re: 2d image revolves in 3d
Posted by chris_torrence@NOSPAM on Thu, 26 Feb 2015 22:13:13 GMT

On Thursday, February 26, 2015 at 5:27:44 AM UTC-7, Helder wrote:
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> How can I avoid images revolving in 3D? Is there a property of w, i or l to avoid this?
>
> Thanks,
> Helder

Hi Helder,

This is definitely a bug. I just fixed it for the next release (8.5, not 8.4.1). In the meantime, probably the best workaround is to create the polyline as an "annotation", not in the dataspace.

You can use ConvertCoord to convert from data coordinates to normalized coordinates.

Thanks for catching and reporting this!

-Chris

Subject: Re: 2d image revolves in 3d
Posted by Helder Marchetto on Fri, 27 Feb 2015 08:05:15 GMT

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On Thursday, February 26, 2015 at 11:13:20 PM UTC+1, Chris Torrence wrote:
> On Thursday, February 26, 2015 at 5:27:44 AM UTC-7, Helder wrote:
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> -Chris

Hi Chris,
thanks for the heads up.
Helder