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Subject: TrackBall Object.

Posted by [DBorland](#) on Tue, 13 Jul 1999 07:00:00 GMT

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Greetings,

Does the trackball object always rotate around the natural origin, or will it rotate around a user defined origin?

What I am doing is I have the viewplane rectangle centered around the polygon, and the trackball set to [xdim/2.,ydim/2.],xdim/2.. So that it should be the entire view plane. The problem is that the polygon is rotating around something other than the center of the viewplane rectangle.

Any hints on how to make this behave?

David Borland

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Subject: Re: TrackBall Object.

Posted by [Struan Gray](#) on Wed, 14 Jul 1999 07:00:00 GMT

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DBorland, dborland@egi.com writes:

> Any hints on how to make this behave?

I use the idlexrotator object in the examples/objects directory of the 5.2 distribution. It won't do scaling or translation, but that's easily achieved by changing the viewplane rectangle. The idlexrotator is much better behaved and object-like than the trackball object.

If you take the model you want to plot, and encase it in yet another model which is reserved for plotting transformations you can then swap between rotating in the window's and the object's coordinate system by changing which of the two models is added to the idlexrotator object.

Struan

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