
Subject: Re: turn object upside down

Posted by [iRANian](#) on Wed, 25 Apr 2012 16:04:24 GMT

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How would I go about setting the X rotation to -180 degrees? Using Matrix3D::Rotate_X() with 180 degrees will go from 180 to -180 degrees like it's supposed to but I can't figure out what function I should use to set the X rotation to -180 degrees only.
