
Subject: Re: turn object upside down

Posted by [robbyke](#) on Wed, 25 Apr 2012 19:13:02 GMT

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iRANian wrote on Wed, 25 April 2012 18:04 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.

how do you do something that has exactly the same outcome but a only different direction -> $-180^\circ = 180^\circ$ youre working on a circle there

and use `DEG_TO_GRADF()` in one of my last question was explained that matrix uses grad not degrees
