

This cube is a 1x1x1 surface It is centered at the origin

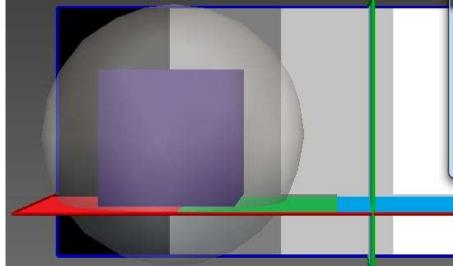
This sphere is a 2x2x2 surface Everything is correct so far, now let's make a global reinit...

Here we see at least three bugs:

The rendered surfaces (not the geometries) are scaled by 0.75 (or the image by 1.5)

The origins of the surfaces doesn't match the image's origin anymore

The image is strechted over the whole coronal crosshair plane



	Search (F3
Surface (103E2088)	ľ
TimeSlicedGeometry: TimeSlicedGeometry (0B06CB90)	
EvenlyTimed: 1	
TimeSteps: 1	
GetGeometry3D(0): Geometry3D (0AFBF808)	
IndexToWorldTransform:	
Matrix:	
100	
010	
001	
Offset: [0, 0, 0]	
Center: [0, 0, 0]	
Translation: [0, 0, 0] Inverse:	
100	
010	
001	
Scale : 1 1 1	
BoundingBox: (-1,1-1,1-1,1)	
Origin: [0, 0, 0]	
ImageGeometry: 0	
Spacing: [1, 1, 1]	
TimeBounds: [-3.40282e+038, 3.40282e+038]	
Number PolyDatas: 1	
PolyData at time step 0.	
Number of cells 320:	
Number of noints 162:	
Cancel	