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Subject: Re: MasterToLocal transformation  
Posted by [asanchez](#) on Wed, 18 Jul 2007 16:07:52 GMT  
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Hi Ralf,  
actually my question is not related how to convert  
from master to local coordinates my volumes, but is related to the fact that if you (case MVD -  
Mvdhitproducer class) have a sensor defined in the x-z  
global coordinates (or i'm wrong ?),

then, why do you consider the xlocal and ylocal coordinates and not the xlocal and zlocal of  
your layer to define the pixels?

So far i have understood the strips layers( for example)  
are defined in the x-z global plane.  
and the pixels are in the x-y plane (case disc) and x-z plane.

actually that was my question, so if the layers are in x-z plane defined, why to consider the  
xlocal and the ylocal coordinates.

sorry for bother you.

best regards and thanks  
alicia.

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