

Re: 90 Rotation in one buffer only

Source: <http://sci.tech--archive.net/Archive/sci.image.processing/2005-11/msg00156.html>

- *From:* "Naresh" <naresh_earth@xxxxxxxxx>
 - *Date:* 25 Nov 2005 03:08:05 -0800
-

consider 4x3 (wxh) matrix as

```
1 2 3 4
5 6 7 8
9 10 11 12
```

to be rotated in clockwise dir to get

```
9 5 1
10 6 2
11 7 3
12 8 4
```

then how will u divide this matrix into 4 quadrants ?? "Quadrants" !!
If i follow the algo with this matrix, it certainly doesnt work out!

are u considering block size as 2x2, in that case it may work out but
i've not tested it yet, will revert back soon.

Thanks n Regds,
Naresh

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- *References:*
 - ◆ ***90 Rotation in one buffer only***
◇ *From:* Naresh
 - ◆ ***Re: 90 Rotation in one buffer only***
◇ *From:* Andrey Kuznetsov
 - ◆ ***Re: 90 Rotation in one buffer only***
◇ *From:* Thomas Richter
 - ◆ ***Re: 90 Rotation in one buffer only***
◇ *From:* Andrey Kuznetsov
 - ◆ ***Re: 90 Rotation in one buffer only***
◇ *From:* Andrey Kuznetsov

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