# QGIS Application - Feature request #2388
## plugin affine transformation, rotation, scale

2010-01-23 03:42 AM - Gerhard Spieles

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|---|---|---|---|
| **Status:** | Closed | | |
| **Priority:** | Low | | |
| **Assignee:** | nobody - | | |
| **Category:** | Digitising | | |
| **Pull Request or Patch supplied:** | | **Resolution:** | invalid |
| **Easy fix?:** | No | **Copied to github as #:** | 12448 |

### Description

I tried to rotate a polygon 45 degrees with thte affine transformation plugin.

As result, the polygon makes the rotation, but was moved "6 x 10 hoch 9" from the origin position, perhaps near south pole.

Do I something wrong?

### History

**#1 - 2010-01-23 04:59 AM - Giovanni Manghi**

*- Resolution set to invalid*

*- Status changed from Open to Closed*

I believe that for not core plugins you need to contact directly the author, in this case

Maurício de Paulo <mauricio.dev@gmail.com>

### Files

| | | | |
|---|---|---|---|
| rotation_affine_transformation.jpg | 114 KB | 2010-01-23 | Gerhard Spieles |