
Subject: Re: problems with rotating model
Posted by [shearerm](#) on Thu, 15 Jul 1999 07:00:00 GMT
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> I have produced an isosurface and 3d axes, when I rotate my model and
> redraw it rather than rotating the object (by anything other than 90) it
> seems to chop of part of the object rather than rotate.
>
> I am new to IDL so I may well be making a very basic mistake!

figured it out, I was making a basic mistake. I hadn't set zclip. When I
rotated my object parts of it moved out of the viewing area.

Hope I didn't waste anyones time!

--

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