
Subject: Re: Y axis where Z axis is by default w/ surface
Posted by [T Bowers](#) on Mon, 18 Oct 1999 07:00:00 GMT
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[snip]

- > Have you played with something like my object graphics
- > XSURFACE program with your data to see if you can get
- > the rotation you desire there?
- >
- > <http://www.dfanning.com/programs/xsurface.pro>
- >

I'm headed there now. You're just gonna force me to use object graphics, aren't you? Might as well start digging in.

Thanks alot, David.
