
Subject: Re: Y axis where Z axis is by default w/ surface

Posted by [davidf](#) on Fri, 15 Oct 1999 07:00:00 GMT

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David Fanning (davidf@dfanning.com) writes:

> Once you have the 3D transportation matrix the way you
> want it, you apply it to the SURFACE command by setting
> the T3D keyword there. But nothing I do can get what
> you want.

Got the airline schedule on the brain. Of course,
"transportation matrix" should have been "transformation
matrix". Holy moly!

David

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