
Subject: Re: Surface movie problems: plot changes size
Posted by [David Fanning](#) on Sun, 19 May 2002 14:51:55 GMT
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Paul Sorenson (aardvark62@msn.com) writes:

> Use CREATE_VIEW.

Uh, right. How is that done?

It seems to me you have to do several rotations in a particular sequence to get anything like the normal "surface" rotation. I can get CREATE_VIEW to rotate the surface (although not without an "illegal 3D transformation" error), but I can't get it to give me anything like the normal surface look. :-(

Cheers,

David

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