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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