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Subject: Re: An Interactively rotating 3D animation ?  
Posted by [milan08](#) on Tue, 10 Feb 2004 16:58:21 GMT

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Thanks guys for the help. Rick's solution was a neat instant fix (I thought I was going to have to do some complicated thread programming) and I'll probably implement a few of Dick's ideas because adding start/stop functionality and also getting this to work with IDL VM are both future goals. thanks again.

-Erica

dick@d-jackson.com (Dick Jackson) wrote in message  
news:<24b73b2a.0402092226.1fb5792@posting.google.com>...

> [Apparently my first reply didn't get out to everyone, perhaps because  
> I used an attachment. Rick covered the answer nicely, but I'll  
> re-insert my two cents' worth, for what it's worth!]

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