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Subject: Re: ...and planet textures ...

Posted by [David Fanning](#) on Tue, 03 Aug 2004 17:39:16 GMT

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Ralf Schaa writes:

> the rotating would have to be on the fly, and for this your link was  
> very helpfull.  
> Actually, since it is a sphere , i only rotate that, and not the texture:  
>  
> model -> rotate, [0,0,1], 30.  
>  
> et voila ... :-)

Oh, don't you just \*love\* object graphics ... well, after  
you figure them out. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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