Craig Markwardt writes:

> My guess is that the easiest thing to do is to convert to pixel
> coordinates, do your rotation, and then convert back to normal
> coordinates. The pixel coordinate system is isotropic, so you are
> set.

Oh, my goodness, that was easy. And it works great.
Thanks!

Cheers,

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