
Subject: Re: Question About Scatter Surface Pro (www.dfanning.com)

Posted by [David Fanning](#) on Thu, 18 May 2006 16:29:05 GMT

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David Fanning writes:

- > I have learned in discussions this morning that I can avoid
- > this problem if I *don't* use the [XYZ]COORD_CONV keywords with
- > the orbs, but simply position them with the DATA keyword *while*
- > scaling and translating them. Huh!?

Well, clearly, this explanation of what is going on is as foggy as my understanding of the process, but you know what I mean. :-)

Cheers,

David

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