
Subject: 3d matrix rotation

Posted by [caf.pang](#) on Mon, 02 Jul 2007 17:59:17 GMT

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Hi,

Are there somebody know how to rotate a 3d matrix in IDL? e.g. rotate
arr[10, 30, 80] with 29 degree angle.

I tried rotate and rot function, but I have not got correct result.

Thanks,
Yong
