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Subject: problems with rotating model

Posted by [shearerm](#) on Thu, 15 Jul 1999 07:00:00 GMT

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I have produced an isosurface and 3d axes, when I rotate my model and redraw it rather than rotating the object (by anything other than 90) it seems to chop off part of the object rather than rotate.

I am new to IDL so I may well be making a very basic mistake!

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