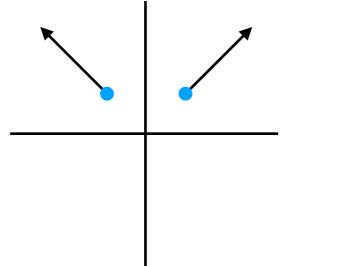
What I want to do

Rotate vector field by 90 degrees Init

Initial vector



What Comsol does in Sector3D

Rotates only the coordinate (blue dot) by 90 degrees

Initial vector

