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Subject: Occultation by volume object

Posted by [Markus Landgraf](#) on Thu, 09 Jul 1998 07:00:00 GMT

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Hi IDL gurus,

I have a problem with a volume object, that should partially occult my coordinate axes. At first it never occulted them, so I find out that I have to add the `zbuffer=1` property to enable z-buffering. Afterwards the volume object occulted every part of the axes even the ones which lie in front of it. So does somebody know what's the problem here?

Thank you very much in advance.

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