
Subject: Re: Setting ranges on surfaces
Posted by [davidf](#) on Fri, 18 Sep 1998 07:00:00 GMT
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Martin Schultz (mgs@io.harvard.edu) writes:

> Sounds like the solution is some kind of clip function like the quick
> hack attached below.

Not only that, it turns out to be the solution to Ken
Bowman's SEARCH question too!

Good work, Martin. Two birds with one stone. :-)

Cheers,

David

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