
Subject: Re: two surfaces on same plot?

Posted by [Struan Gray](#) on Mon, 26 Oct 1998 08:00:00 GMT

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Paul Woodford, woodford@essexcorp.com writes:

> I am reading Struan Gray's tutorial

I liked this bit so much I thought I'd leave it in :-)

> Is it not possible to plot them both unless

> you are using the z buffer?

You need the z-buffer to work out which parts of the first surface are behind the second and vice versa. If you want the surfaces to intersect properly then in IDL 4.x you have to use the z-buffer and then copy the final image to the screen device. In IDL 5.x you can use object graphics where the z-buffer is built in and you don't have to manipulate it explicitly.

Struan
