
Subject: Z-buffer troubles

Posted by [brau1231](#) on Tue, 02 Nov 1993 17:50:06 GMT

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Hi, I have a special problem with 3D-hidden line routines.

Try this short program to understand the problem:

(the mesh will not displayed in hidden line modus)

So, what do I wrong ? What is missing ?

```
loadct,1
!P.background=0
window,0
d=dist(40)
a=[20,20,20,20]
b=[0,0,40,40]
c=[0,30,30,0]
set_shading,gouraud=0,light=[-1,0,2]
SET_SHADING, VALUES=[16, 200]
set_plot,'Z'
scale3,xrange=[0,40],yrange=[0,40],zrange=[0,30]
shade_surf,d,color=255,/t3d,/save,/data
polyfill,a,b,c, color=255, /line_fill, orientation=45, /data, /t3d
polyfill,a,b,c, color=255, /line_fill, orientation=-45, /data, /t3d
bb=tvrd()
set_plot,'x'
tv,bb
end
```

Thanks for help, Rainer

Plaese answer to brau1231@fb12.tu-berlin.de
