
Subject: Re: Clipping IDLgrPolyLine objects?
Posted by [Struan Gray](#) on Fri, 18 Dec 1998 08:00:00 GMT
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dEdmundson@Bigfoot.com wrote in message

> ...Is there a simple method of clipping polylines?

Put them in their own IDLgrView object, and set that view's location, dimension and viewplane rectangle properties so that it matches the plotting area in both device and real-world coordinates. Then put the axes, annotations, etc in a second, larger view object which encloses and overlays the first. Put both views into an IDLgrScene in the order given above so that annotations overlay the plot and not vice versa, and set the second view to be transparent so that it doesn't erase the first.

Struan
