
Subject: Re: Clipping IDLgrPolyLine objects?

Posted by [Mark Hadfield](#) on Fri, 18 Dec 1998 08:00:00 GMT

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dEdmundson@Bigfoot.com wrote in message <75agu3\$74b\$1@nnrp1.dejanews.com>...

> ...Is there

> a simple method of clipping polylines?

Draw something in front of it!

I have found the simplest way of controlling clipping/overlap in Object Graphics is to use vertical separation. The smallest vertical separation recognised by IDL for this purpose is equal to the distance between the view's front and rear clipping planes divided by 2^{16} .

Eg see the Mask method in

http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mghgrg_raph__define.pro

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