Subject: Re: Image plot on back wall
Posted by raouldukey on Fri, 19 Nov 1999 08:00:00 GMT
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IT WORKS!

Thanks for the Z buffer tip. I had never used that
before, but now I see all sorts of applications.

Thanks again!

>
> The problem here isn't that Shade_Surf is erasing the
> display, the problem is that it is NOT erasing the
> display. Now are you confused? :-)
>
> The output of Shade_Surf is actually an image. I think
> you could get this program to work if you puts the bits
> and bobs together in the Z graphics buffer. Then things
> that were suppose to be behind other things would actually
> show up there.
>
> Think of the Z-graphics buffer as Object_Graphics Lite
> and you will have no difficulties. :-)
>
> Cheers,
>
> David
>
> --
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