

Posted by [Dennis J. Boccippio](#) on Thu, 13 Jul 2000 07:00:00 GMT

A question for the IDL gurus:

- My current approach is to :

- ... iterate (1)-(4) until all polygons have been rendered

So: does anyone know of more efficient ways to do this? Is the Z device an option - it seems like it can be used for internal frame storage, but would still have to be probed by TVRD()...?

Dennis

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