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Subject: Re: Multiple surface colors in the Z buffer?  
Posted by [weitkamp](#) on Tue, 12 Feb 2002 09:44:51 GMT  
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David Fanning <david@dfanning.com> wrote in message  
news:<MPG.16cdc2eb40b5b12b9897fa@news.frii.com>...

> You will have to load different colors in different portions  
> of the color table, then set the shading parameters to use  
> just those colors (SET\_SHADING) you want to render in.

That does the job, thanks a lot! Sorry for bothering, I must have  
overlooked SET\_SHADING in the online help.

> Here is an example from my book

Thanks for the code. We have a copy of your book in our group but ...  
it's usually impossible to find ... mind you, it's not a big group,  
but still.

Timm

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