Subject: 3D clipping
Posted by pellet on Tue, 25 Oct 1994 22:10:19 GMT

I asked IDL Tech Support the following question:

> How do you have IDL do clipping on a 3D graph (produced
> with SURFACE)? When I set the [XYZ]RANGE keywords, the
> surface is drawn beyond the axis and it looks hawfull.
>
> Here's a little example to show what I mean:
>
> a = findgen(50)
> b = exp(a/40)*sin(a/5)^2
> surface, a#b, zrange=[20,100]
>

and they answered me with:

This is a bug which doesn't clip the data when the [XYZ]RANGE keyword(s)
is (are) supplied to surface and shade_surf. Unfortunately I don't know
of a workaround at this time. You will notice that the data is not
clipped when the range is specified on any axis.

How great!

So, if anyone out there would have any hint about this one,
it would be greatly appreciated.

Jeff