Subject: mesh clipping
Posted by lyubo on Sun, 25 Aug 2002 19:21:48 GMT

I have three planes and a mesh. The mesh represents an object which I want
to cut with the planes and show either of the remaining parts (like
thecutting
planes of IDLgrVolume). To do that I clip the mesh to all of the planesand
take the union of the remaining meshes, but it takes a lot of time to
mergethem.

In general, can I draw a plane in IDL which will cover the front part of the
mesh without clipping it, or is there any other way of doing that?

Also, why IDLgrVolume is so slow?

Thanks,

Lyubo