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Subject: Re: setting zbuffer for rendering window/buffer  
Posted by [Sebastian Loebbert](#) on Fri, 04 Oct 2002 15:50:04 GMT  
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On Thu, 3 Oct 2002, Karl Schultz wrote:  
Hi,

thanks, that does the trick.

Sebastian

>  
> The only trick I can think of is to draw a surface that covers your window.  
> Each point on the surface is a Z value that you read out of the other  
> ...  
> Karl  
>  
>  
>  
>

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