Subject: How to prevent erasing of background (Shade_Surf)
Posted by robijn on Thu, 23 Feb 1995 17:08:19 GMT

Hello,

   Is there a way to prevent the background being erased by the
Shade_Surf command? /NOERASE does not work for this.

What I'm trying to do is to combine a contour plot in the Z=0 plane
with shade_surfed data. The obvious way to do this is setting up the
3D data coordinates, plot the contour map and then displaying the
surface. Everthing works fine, except that the shaded surface is
apparently constructed on a bitmap. That bitmap is bluntly put on the
plot page without any consideration of what might be present already.
In my case it overwrites the contour plot completely. Unfortunately,
this is not restricted to the X-window only (I could live with that),
but the PostScript output has the same 'feature'. Drawing the surface
before the contour plot does not solve the problem either: the contours
seem to be in front of the surface.

What I'm looking for is a keyword like /TRANSPARENT to instruct IDL to
make the background pixels transparent, i.e. not to draw them. I couldn't
find anything like that in the documentation. Does it exist at all?
I would be very disappointed if IDL could not handle this. How many more
$$ do you have to spend?

   Frank
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