
Subject: Re: An object graphics problem

Posted by [Dick Jackson](#) on Wed, 13 Aug 2003 16:24:26 GMT

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"Gethyn Lewis" <grl@mssl.ucl.ac.uk> wrote in message

news:b2007222.0308130352.25f9283e@posting.google.com...

> Thanks for these tips. I've tried the mesh_clip method and that seems
> to do exactly what I want, but I can't find any reference to the
> clip_planes keyword/function. I'm running IDL 5.5, is this a new part
> of IDL 5.6 ?

Exactly. Sorry, the code in my other posting won't work for you! :-(

Cheers,

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-Dick

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