
Subject: Re: An object graphics problem

Posted by [gri](#) on Wed, 13 Aug 2003 11:52:15 GMT

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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 ?

Gethyn
