Subject: Re: Multiple plots on Object graphics
Posted by David Fanning on Fri, 09 Jun 2006 19:50:41 GMT
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David Fanning writes:

> I would do this with direct graphics objects.

Oh, wait, I just read the title of your post again. You wanted
this in object graphics. I don't know off-hand how to do that.
I'm sure it's easy, though. Instead of using !P.MULTI you
will have to set up your scene with multiple views and
keep track of those.

I'm sure it's even easier with iTools, but my head hurts
just to think about that! :-)

Cheers,

David

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