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Subject: Blanking off cylinder end ?

Posted by [uudot](#) on Thu, 20 Jun 1996 07:00:00 GMT

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When displaying a cylinder, how do you "cleanup" the end of the cylinder so that it is not cluttered with apparently meaningless lines?

I have an input file of 251 lines, 180 data-points/line which is mapped onto the cylinder surface using decal. I use the cylinder and render functions ... then display with the TV command.

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