
Subject: Re: Z-Buffer

Posted by [savoie](#) on Tue, 11 Feb 1997 08:00:00 GMT

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> I have a brand new copy of the Michael Dorris' novel A Yellow
> Raft in Blue Water (a must-read book if you haven't read it
> yet). I'll give it to the first person who posts an IDL program
> that draws a surface in the Z-buffer and labels the axes in the
> proper locations on the display. Put the time you post the result
> in your post, so I don't have to worry about how long the news
> machines take to get it to me.
>
> If we don't have any winners, I'll post my answer next week.
> (It will probably be wrong!)

I don't know if you wanted to know how long it took (~1h to find all the variables that changed when I switched from x to Z buffer, but I've never used the Z buffer before, so that doesn't seem that bad). But here's one solution using the program that you used first.

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pro zbuffit  
.....  
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,  
  
  tvlct, [255,0], [255,255], [0,0], 1  
  
  data = dist(40,40)  
  thisdev = !d.name  
  dvar = !d  
  set_plot, 'Z'  
  device, set_resolution=[300,300]  
  device, set_character_size= [dvar.x_ch_size,dvar.y_ch_size]  
  surface, data, color=1  
  picture = tvrd()  
  set_plot, thisdev  
  window, xs=300, ys=300, /free  
  tv, picture  
  surface, data, /nodata, /noerase, color=2
```

END

This works on my machine.

cheers,

Matt

entry time

Tue Feb 11 10:10:19 MST 1997

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