
Subject: Z-Buffer question

Posted by [rew032](#) on Wed, 19 Feb 1997 08:00:00 GMT

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Hello!

I have a question during using the Z-Buffer:

```
IDL> shade_surf, dist(20)
IDL> surface, dist(20), /noerase
IDL> a=tvrd()
IDL> set_plot, 'x'
IDL> tv, a
IDL>
```

This is an example, what I do. But the result is :(, because I get the surface-lines not all very clean, at some places, they are gone away.

What I want to get is a picture, same as without using the z-buffer. There I can see all the lines from the surface very clear, without broken parts.

But because of other things, I have to use the 'awfull' z-buffer....

I read all the articles about the z-buffer contest, but I understand nothing... :((((
(I am a beginner user of IDL).

Can anybody help me?

Regards, Astrid Kuhr

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