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Subject: Re: Z-Buffer question

Posted by [Struan Gray](#) on Thu, 20 Feb 1997 08:00:00 GMT

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A.Kuhr, rew032@isr141.isr.kfa-juelich.de writes:

[SURFACE routine's z-buffer woes deleted]

> Can anybody help me?

I'm just putting the finishing touches to a surface plotting tutorial:

[http://www.sljus.lu.se/stm/IDL/Surf\\_Tips/](http://www.sljus.lu.se/stm/IDL/Surf_Tips/)

which describes another way round this problem. The idea is to plot just the grid and then use that as a mask to overlay or extract information on/from other pictures. See the web page for more detail.

Struan

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