
Subject: Re: Z-Buffer question

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

[View Forum Message](#) <> [Reply to Message](#)

Robert Moss writes:

- > So, what is this "real solution" that I mentioned?
- > It's very simple... turn `_off_` the Z buffering.

You wouldn't be a physicist would you, Robert?
I've seen this reductionist tendency before. But, of course, this doesn't go far enough. We could have left the whole Z-buffer completely out of it! :-)

The only *problem* with this line of reasoning, so far as I can see--but you understand I got a Ph.D. in Biochemistry--is that without the Z-buffer we don't have much of a question here. I just presumed there was some reason the guy was fooling around in there, but he wanted us to see the essential part of the problem.

- > Voila! The exact same output that you would have seen had you used
- > the X device. The moral of the story is simple... if you don't
- > specifically need 3D hidden line removal, don't use it.

Well, the other possible moral is that more of us should have paid attention during that *reductio absurdo* (I skipped the Latin class) lecture in Philosophy 101. :-)

I appreciate the correction though. As usual, you are absolutely right!

Cheers!

David

David Fanning, Ph.D.
Fanning Software Consulting
2642 Bradbury Court, Fort Collins, CO 80521
Phone: 970-221-0438 Fax: 970-221-4762
E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com>
