
Subject: Re: Superimposed Object Views
Posted by [Struan Gray](#) on Mon, 23 Aug 1999 07:00:00 GMT
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Ben Tupper, tupper@seadas.bigelow.org writes:

> I'd like to solve this by ...

You need to use the `CREATE_INSTANCE` keyword in a call to `IDLgrWindow::Draw` and then hide the unchanging portions of the scene. This is described in the user guide under 'instancing'.

Struan
