
Subject: Q. Noerase with shade_surf
Posted by [sgspedav](#) on Wed, 23 Feb 1994 12:08:29 GMT
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Hello the Net.

I have a problem, which I would appreciate any advice on.

According to the manual, NOERASE is a keyword for SHADE_SURF.
But if I try to plot two intersecting surfaces, by plotting
one then the other with /noerase, the first one disappears.
I can overlay SURFACE and SHAD_SURF surfaces like this,
or two SURFACE surfaces.

Is this a bug? Am I being stupid? Either way, can you help me?

Regards,
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