
Subject: setting zbuffer for rendering window/buffer
Posted by [Sebastian Loebbert](#) on Thu, 03 Oct 2002 12:03:14 GMT
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Hi all,

I would like to set the z-buffer of an IDLgrWindow before rendering to an array of z-buffer values I got from another IDLgrWindow using
`win->GetProperty,ZBUFFER_DATA=my_z_buf`

Unfortunately, there is no `win->SetProperty, ZBUFFER_DATA=my_z_buf`.
Is there any trick to do this?

Thanks in advance & best regards,

Sebastian
