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Subject: Re: z-buffer and /noerase ?

Posted by [btt](#) on Tue, 09 Nov 2004 17:43:52 GMT

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sandrokan wrote:

> Ave, IDL users!

>

> I've got two contour maps that should be drawn over an image, and I'm using  
> contour with /noerase key.

>

> One could expect that the second contour would be drawn over the first one.

> Strangely, if I use "set\_plot, 'z'" command, the order is reversed (the

> first one is over the second one). Please see this code:

>

>

>

> pro test3

> device, decomposed=0

> loadct, 13

> set\_plot, 'z'

> erase

> a=dist(50) gt 10

> contour, a, levels=[.5], color=200, /noerase

>

> contour, a-1, levels=[-.5], color=100, /noerase

>

> a=tvrd()

> set\_plot, 'win'

>

> tv, a

> end

>

>

> I got a yello line (color=200) instead of the plue line (color=100).

> This problem does not happen if I use the win device....

>

>

> Thank you very much for any explanation. I use IDL5.2...

>

>

> A

>

>

Hi,

Try switching z-buffering off (I think it is sticky, so don't forget to turn it back on which is the default.)

DEVCIE, z\_buffering = 0

Ben

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Subject: Re: z-buffer and /noerase ?

Posted by [sandrokan](#) on Wed, 10 Nov 2004 07:32:32 GMT

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> Hi,  
>  
> Try switching z-buffering off (I think it is sticky, so don't forget to  
turn it  
> back on which is the default.)  
>  
> DEVCIE, z\_buffering = 0  
>  
> Ben

Thank you. It seems it works. I'll read the help about z\_buffering..

Ale

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