
Subject: z-buffer and /noerase ?

Posted by [sandrokan](#) on Tue, 09 Nov 2004 17:19:34 GMT

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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
