Subject: 3D clipping
Posted by pellet on Tue, 25 Oct 1994 22:10:19 GMT
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I asked IDL Tech Support the following question:

- How do you have IDL do clipping on a 3D graph (produced
 with SURFACE)? When I set the [XYZ]RANGE keywords, the
 surface is drawn beyond the axis and it looks hawfull.
- Here's a little example to show what I mean:a = findgen(50)
- a = inagen(50)
 b = exp(a/40)*sin(a/5)^2
 surface, a#b, zrange=[20,100]

and they answered me with:

This is a bug which doesn't clip the data when the [XYZ]RANGE keyword(s) is (are) supplied to surface and shade_surf. Unfortunately I don't know of a workaround at this time. You will notice that the data is not clipped when the range is specified on any axis.

How great!

So, if anyone out there would have any hint about this one, it would be greatly appreciated.

Jeff