Subject: Blanking off cylinder end ?
Posted by uudot on Thu, 20 Jun 1996 07:00:00 GMT

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When displaying a cylinder, how do you "cleanup" the end
of the cylinder so that it is not cluttered with apparently
meaningless lines?

I have an input file of 251 lines, 180 data-points/line
which is mapped onto the cylinder surface using decal.
I use the cylinder and render functions ... then display
with the TV command.