
Subject: two surfaces on same plot?

Posted by [woodford](#) on Thu, 22 Oct 1998 07:00:00 GMT

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I am reading Struan Gray's tutorial on plotting multiple surfaces at http://www.sljus.lu.se/stm/IDL/Surf_Tips/. I was attempting to do a simple plot with two intersecting surfaces in it, using code similar to what he has on his page:

```
surfone = shift(dist(20,16), 10, 8)
surfone = bytscl(exp(-(surfone/5)^2))
surftwo = bytscl(fix(shift(surfone, 6, 0)) + shift(surfone, -6, 0))/2b
shade_surf, surfone
shade_surf, surftwo, /noerase
```

However, the second shade_surf erases the first. Is it not possible to plot them both unless you are using the z buffer? I am just trying to plot to a window on the screen. I am using IDL 4.0.1 and 5.0.2 on a PowerMac.

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Paul Woodford, Ph.D.
woodford@essexcorp.com
301-953-8855
