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Subject: Keeping text Readable in Object Graphics  
Posted by [DBorland](#) on Fri, 13 Aug 1999 07:00:00 GMT  
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Greetings,

Can anyone point me in the right direction for getting text to remain readable when rotated in object graphics, and still have hidden surface removal remain active?

If I use the OnGlass keyword, the text stays properly oriented, but the text also stays visible even when it should be hidden behind something. I have tried using the same technique that you use to rotate displays with the Trackball object, on the text object, and I get skewed, and reversed and other unfavorable results.

Help, Please,  
David Borland  
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