
Subject: Re: DG SURFACES: opaque vs. transparent
Posted by [Jaco van Gorkom](#) on Tue, 14 Nov 2000 08:00:00 GMT
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Drawing a wire mesh is not supposed to have an opaque effect, I suppose... I haven't tried, but SHADE_SURF should do the trick, with the keyword SHADES set to an array of !p.background (so that it just erases, without light source shading).

So first set up the transform, then do your plot on the wall, then erase the surface, then draw a wire mesh again.

No doubt you will run into yet another problem, but it should be fun. I find it hard to believe, though, that all this will lead to a plot of outstanding clarity... :-)

Jaco

"Andrew" <noymer@my-deja.com> wrote in message
news:8uqth9\$hf8\$1@nnrp1.deja.com...

> Dear C.l.i-p,

>

> Is there a way to make DG SURFACES opaque as opposed
> to transparent? I've got lines showing.

>

> I'm not talking about hidden line removal, rather
> the fact that other graphs that go "under" the
> surface (according to the perspective) show though.
> This is when, e.g., I draw a surface and then a 2D
> plot, projected onto one of the walls of the aquarium.

>

> This arose from my finding a solution to my earlier
> problem...

>

> TIA,

> Andrew

>

>

> Sent via Deja.com <http://www.deja.com/>

> Before you buy.
