
Subject: Re: Shadows (Yet Another Object Graphics Question)
Posted by [Jason P. Meyers](#) on Thu, 01 Feb 2001 19:33:17 GMT
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David Fanning wrote:

>
> Jason P. Meyers (jpm7934@cis.rit.edu) writes:
>
>> Wow! This works great! I had already suspected the Z-buffer fight
>> problem and had pre-positioned the ground plane so it wouldn't be an
>> issue. It does help that I have a simple geometry case.
>
> Oh, yeah!? You wouldn't want to post a little code,
> would you, so the rest of us could have a look-see. :-)
>
> Cheers,
>
> David
>
> P.S. Let's just say I spent about \$200 bucks on Amazon
> today, now that I have a couple of pointers to the books

Dave: can I have a copy of the pointers so I can de-reference them!

:-)

(I know, bad joke but I couldn't resist!)

> I ought to own. I hope I can understand them better than
> I can understand the IDL documentation concerning
> these topics. :-(
>
> --
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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I would be glad to post the code. However, I want to fix a recent "problem" with the re-sizable window trick I learned from Dave's book and website. I discovered the problem yesterday in class when I tried to demo my little program to a classmate on our school's sun workstations. I was surprised to see that the draw window got corrupted when I resized the widget because it was working fine on my WindowsNT machine. After some investigations, I discovered the problem was isolated to version 5.3 on the suns (version 5.2 worked fine and I don't know about 5.4 since our department hasn't installed it yet) I was told by our computer folks that they do not consider 5.3 a "supported" version. As it turns out, I suspect the problem is related to the

viewport size not being updated automatically when the window size changes. I even tried explicitly setting the viewport size to [0,0] but it didn't work. My latest idea is to also update the viewport at the same time as the window to see if that works. If it does, I will then make my little demo available on my webpage.

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