
Subject: Re: Disappearing Object Graphics...

Posted by [Mark Hadfield](#) on Sun, 24 Feb 2002 23:14:05 GMT

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"Ted Cary" <tedcary@yahoo.com> wrote in message
news:3C78492A.B7F0D8E1@yahoo.com...

> ...I've tried increasing the z-coordinate of vertices to bring ROIs
> to the front, and this occasionally works, although just as often
> decreasing the z-coordinate to a negative value works instead.
> Eventually I usually can find an xy-plane on which an individual ROI
> is visible, but it's beginning to look like the only way to draw all
> the ROIs is to put each one on a different plane with a different
> z-coordinate, which seems ridiculous since I'm only working on one
> plane. Why is any of this z-coordinate manipulation ever necessary
> when working in 2D?

Because Object Graphics is deeply and intrinsically 3D.

It does seem you have some sort of vertical-overlap issue. But I don't understand why IDLgrROI objects should obscure one another (except when they have exactly the same coordinates) because they are represented by polylines or points, not polygons.

This may be a bug.

By the way, the vertical separation required for reliable overlap control with object graphics is approx. 2^{16} times the distance between front and rear clipping planes. But it does vary with the renderer.

> Just for kicks, I've also tried every combination of RETAIN and
> RENDERER

You did this for kicks? You are a sick boy.

Mark Hadfield
m.hadfield@niwa.co.nz <http://katipo.niwa.co.nz/~hadfield>
National Institute for Water and Atmospheric Research
