Subject: Re: Disappearing Object Graphics...
Posted by Mark Hadfield on Sun, 24 Feb 2002 23:14:05 GMT
View Forum Message <> Reply to Message

"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