
Subject: Re: Problem with z-buffering using IDLgrPolygon

Posted by [Karl Schultz](#) on Fri, 26 Apr 2002 15:51:32 GMT

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"Mira Michelle Raman" <ramanm@ninds.nih.gov> wrote in message
news:3CC9A3DD.A3511B3E@ninds.nih.gov...

> Hi,

> I am trying to write a program in which an IDLgrVolume and an
IDLgrPolygon are displayed such that the polygon appears to wrap around the
volume, and when the polygon is moved, the lines and
> vertices obstructed by the volume should become hidden. The problem I am
having is that the vertices that should be hidden are visible, making it
appear as if the polygon is out in front of the
> volume. The following example program illustrates my problem. (The left
mouse button drags the polygon and the right button drags volume & polygon
together). Any suggestions would be greatly
> appreciated.
> -Mira

All you have to do is specify the ZBUFFER keyword on IDLgrVolume.
Otherwise, IDLgrVolume does not modify the Z buffer.

Karl
