
Subject: Re: mesh clipping

Posted by [Rick Towler](#) on Tue, 27 Aug 2002 16:46:50 GMT

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"lyubo" <lzagorch@cs.wright.edu> wrote

- > In general, can I draw a plane in IDL which will cover the front part of the
- > mesh without clipping it, or is there any other way of doing that?

Sort of. You can set up your view such that it clips your mesh, and then adjust the eye property until you are viewing it from the deired distance (or you can adjust the viewplane rectangle, or you can use my camera and simply adjust the zoom). You may not see what you are expecting depending on the way your mesh was drawn though.

As for the other way, if you are going to be slicing your mesh up interactively *and* your hardware can render your full mesh quickly consider using an alpha channel to "hide" parts of your mesh instead of removing them. This should be significantly faster.

As I hinted to above, the order in which the mesh is rendered is very important when clipping with the view or using alpha blending. You must draw the mesh starting with your -z verts and draw towards +z. Google this group for "Pimento Problems" for the full explanation.

The trick will be setting up your texture_coords...

- > Also, why IDLgrVolume is so slow?

Most likely your graphics adapter isn't designed to accelerate the rendering of volumes.

-Rick
