
Subject: Re: Drawing 3D Objects properly
Posted by [David Fanning](#) on Sat, 07 Sep 2002 02:29:48 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

> Sure as sure can be. I just looked at the evidence again. The top and
> bottom windows look identical.
>
> Last I knew you had a nVidia Quadro2 based video card. I have an nVidia
> card too so that is a bit odd that you would see something different. Maybe
> nVidia has been doing some work with their z-buffer. I am running the 30.82
> drivers with a GF3.

Ah, I was running with the software renderer, not the hardware. With hardware, everything renders correctly. (Which, of course, is just the opposite of what usually happens.) The ZCLIP tip offered by Karl also clears up the problem for both hardware and software rendering.

Cheers,

David

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