Subject: Re: Drawing 3D Objects properly

Posted by Rick Towler on Fri, 06 Sep 2002 21:56:14 GMT

"David Fanning" <david@dfanning.com> wrote ...
> Rick Towler (rtowler@u.washington.edu) writes:
>
>> Your problem must be a Mac thing? It looks good to me with either
>> projection. Attached is an image showing your programs output.
>> Nix that image, my news server won't let me post it (sheesh, it is
>> only 8k). But what I did see looked correct. I can send the
>> image off list if you wish.
>>
>> {x86 Win32 Windows Microsoft Windows 5.5 Aug 28 2001   32 64}
>
> Humm. That's odd. It looks wrong to me in both IDL 5.4
> and IDL 5.5 on my Windows machine. Are you *sure* it looks
> correct. In the second window, the red plane never goes
> behind the green plane.

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.

-Rick