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Subject: Instance drawing + IDLgrVolume

Posted by [s\[1\]](#) on Wed, 12 Feb 2003 10:06:33 GMT

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Hey all,

I recently discovered instance drawing for drawing an interactive 3D cursor (using /DRAW\_INSTANCE) over a volume (rendered with CREATE\_INSTANCE=1), to my big surprise it both works really fast and shows only parts of the cursor that are not hidden by the volume.

My question is: How does the cursor (just a polyline) know where the volume begins? How does instance drawing work for IDLgrVolumes? Is there somewhere a hidden depthmap for the volume or is the cursor drawn first and then the parts of the volume where the cursor is are re-rendered? Anyway, is there a way to get to know which parts of the window have been updated by the cursor?

Just curious,

Sebastian

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