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Subject: volume transparency in iVolume

Posted by [milan08](#) on Tue, 06 Apr 2004 22:17:56 GMT

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Hi all,

I was finally able to render icons(various IDLgrModels) inside my volume via iVolume, but the only way to see the icons is to turn off volume auto rendering. I would like to make my volume transparent to resolve this issue, but I'm having trouble doing this in iVolume. I tried the obvious Bring to Front/Send to Back option in the iVolume menu, but later discovered this didn't work due to rendering order. Currently I add models to the ivolume rendering by getting the current iVolume system object and adding the models as a parameter set. I tried doing something similar with my volume, making sure to add my models first to accomplish the desired rendering order, but my attempts have not been fruitful. I'm sure there's something I'm missing. Does any one have any ideas on how I can achieve volume transparency in iVolume?

-Erica

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