
Subject: Re: Depth visibility with Object Graphics !!!
Posted by [Antonio Santiago](#) on Tue, 25 May 2004 06:29:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, thanks for your help, but that's not really i mean (perhaps it is due to my bad english, sorry).

I have a model inside which i put an IDLgrImage as a map of a portion of Spain. Also i put an IDLgrPolyline to make seleccions (as a line) over the map. My problem is that the line is never seen because i put the map int the model after put the line, it is the map overlaps the line.

Bye and thaks.

Ben Tupper wrote:

> Antonio Santiago wrote:

>
>> Hi,
>>
>> i am working with Object Grpahics and i hace a problem :)
>>
>> I have put on a model two objects. Firts, i must put an IDLgrPolyline
>> between two points (a line) that i can modify to select one trajectory.
>> Second i put an IDLgrImage.
>> My problem is that image is drawing over the polyline. I play with
>> DEPTH_TEST_DISABLE and DEPT_TEST_FUNCTION, but always the image is
>> drawing over the polyline.

>>

>

>>

>

> Hi,

>

> IDL renders images at Z=0 always. To get around this you have to map
> the image as a texture map onto a polygon; then set the Z values for the
> polygon to something 'further' away than your trajectory. There is an
> example here...

>

> <http://tinyurl.com/3h5aw>

>

> Ben
