
Subject: Re: Depth visibility with Object Graphics !!!

Posted by [btt](#) on Mon, 24 May 2004 18:51:19 GMT

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Antonio Santiago wrote:

> Hi,

>

> i am working with Object Graphics and i have a problem :)

>

> I have put on a model two objects. First, 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
