
Subject: Depth visibility with Object Graphics !!!

Posted by [Antonio Santiago](#) on Mon, 24 May 2004 18:07:42 GMT

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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.

Any idea?

Thanks.
