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

Posted by [btt](#) on Wed, 26 May 2004 13:17:47 GMT

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Antonio Santiago wrote:

> Sorry, but I can't obtain any good result with your ideas. I have been  
> playin with DEPTH\_TEST\_XXX attributes but nothing, perhaps i am a  
> squar-head :)  
>  
> I attach a little file with my problem. First i add to the model the  
> "line" an then the "image". I change the values of DEPTH\_TEST\_FUNCTION,  
> DEPTH\_TEST\_DISABLE and DEPTH\_TEST\_WRTIE but i can't do the line  
> overdrawn the image.  
>

I never have gotton a good feel for the DEPTH\_\*\*\*\* keywords. Below is a simple approach that puts the places the image on a polygon as a texture map.

Rick pointed out that it is sometimes advantageous to transform the whole shebang out of pixel space into real data space. This example does just that... in fact, if the pixel size was important for your work you could get away from the normalization and work in "raw" data coordinates. For 2d objects graphics (usually images with ROIs and axes) I usually don't normalize.

```
oImage = OBJ_NEW('IDLgrImage', img)
```

```
opolygon = OBJ_NEW('IDLgrPolygon', $  
[0, 0, sizes[1]-1, sizes[1]-1], $  
[0, sizes[2]-1, sizes[2]-1, 0], $  
Color = [255,255,255], $  
XCOORD_CONV=xnorm, YCOORD_CONV=ynorm, $  
Texture_Map = oImage, $  
TEXTURE_COORD = [[0,0], [1,0], [1,1], [0,1]])
```

```
oModel->Add, opolygon
```

```
oWindow->Draw, oView
```

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