
Subject: Re: sub-widget function creates button widgets with different values each time called

Posted by [Mark Hadfield](#) on Thu, 22 Jul 2004 21:14:00 GMT

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David Fanning wrote:

> Michelle Yong writes:

>> Somewhat unrelated, but if you wish to place a simple vertical line

>> across an image object, do you have to make the image semi-transparent

>> to see the line?

> Only if you put the line behind the image. :-)

> Check your Z value.

With images (IDLgrImage objects) it's the drawing order that counts.

This is determined by the order in which the objects were added to the graphics container.

On the other hand if the image is a texture-map on an IDLgrPolygon or similar, then Z values are what matter.

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Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

m.hadfield@niwa.co.nz

National Institute for Water and Atmospheric Research (NIWA)
