
Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by [Karsten Rodenacker](#) on Tue, 21 Dec 2004 14:50:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Tue, 21 Dec 2004 07:25:26 -0700, David Fanning <davidf@dfanning.com> wrote:

> Karsten Rodenacker writes:

>

>> I have a bit surprising display of an IDLgrPolygon object with some
>> transparency using xobjview, which shows under certain directions some
>> rippling (Windows XP SP 2, IDL 6.1.1). A reduced screenshot is stored
>> under

>> http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.jpg.
>>

>> The same object I have saved into a VRML File. It does not show this
>> behaviour using the Cortona viewer, although transparency does not come
>> out. It can be found under

>> http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.wrl. Be
>> patient, it is about 10 MB long!

>>

>> If there is some experience in the group any hints are appreciated to
>> avoid this rippling.

>

> Have you tried this with both software AND hardware
> rendering turned on? Worth a try. Often one works when
> the other doesn't.

I had Hardware rendering, and tried Software but without difference in the displayed result. In

http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example1.jpg there is a nice Jalousie effect. Unluckily my objects behind the Jalousie are not so extraordinary...

--

Karsten Rodenacker

----- :-)

GSF - Forschungszentrum Institute of Biomathematics and Biometry

D-85758 Oberschleissheim Postfach 11 29

Karsten.Rodenacker@gsf.de | <http://ibb.gsf.de/> | DEL _ for reply

<http://ibb.gsf.de/homepage/karsten.rodenacker/>

Tel: +49 89 31873401 | FAX: ..3369
