Subject: Re: questionable display of an IDLgrPolygon Object with some transparency
Posted by David Fanning on Tue, 21 Dec 2004 14:25:26 GMT

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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/Examp le.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/Examp le.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.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/