
Subject: Re: Transparency for IDLgrVolume in IDL 6.1

Posted by [Mary](#) on Tue, 19 Jul 2005 22:48:47 GMT

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Karl,

thank you so much once again. Everything I saw today while playing with the volumes makes sense now thanks to your explanation! =)

You're right, the two channels in grVolume is not suitable for my application due to the unwanted background opacity that it would create.

My original code was actually with both volumes combined into 1 IDLgrVolume object, as you just suggested. I was setting the opacity table with value [255,255,255] for the smaller volume and BINDGEN(255) for the larger volume and similar RGB tables. This didn't look completely ok but I could've settled for it, except for the fact that then the polygon object was not displayed correctly; it was going even thru the smaller volume. It was as if the smaller object (which should be opaque) was transparent with respect to the polygon and I could see the polygon through the volume. Or, in other words, the polygon was always 'in front' of the small volume, no matter what my viewing angle. Would this have to do with the pimento problem?

Remember my problem: I have the large volume, the small volume, and a polygon object and all 3 belong to the same IDLgrModel. I want to display the small volume and the polygon within the large volume. Hence, I want the large volume to be semi-transparent so that I can see the small volume and the polygon object within it. But I also want to be able to display the positioning of the small volume and the polygon with respect to each other.

So, my questions now are: will I have to convert my polygon to a volume to be able to display them all together? Is there an easy (IDL) method for this? Or will I have to break up my polygon into different sections and each section separately depending on the angle of view ('pimento problem')? Is there an easy (IDL) method for this? Or do you have any other (easier to implement) idea/suggestion for this?

Thanks again and best regards,
Mary
