Hi Rick,
you help me very much!!!
I put the DEPTH_OFFSET keyword in my two IDLgrPolygon, and works very good.

Yesterday i found another solution, i use the TEXTURE_MAP keyword, with
one IDLgrImage completly transparent, and works too, but i prefer, your
solution becaose i don't need create this object.

Thank you

Jordi

Rick Towler wrote:
> Simple example code would be helpful, but my guess is that you are
> seeing z-fighting or z-flimmering or z-stitching. This is caused by the
> fact that you are trying to draw two objects in the exact same z-space
> but due to limited z-buffer precision sometimes one is in front of the
> other and sometimes it is behind it.
>
> The easiest way to fix this is to offset your lines slightly in the
> positive Z direction or, depending on the objects, scaling the lines so
> they are slightly larger (using IDLgrModel::Scale).
>
> If these solutions don't work, RSI has graciously provided a few means
> of dealing with this. Check out the DEPTH_OFFSET keyword, which would
> work well for your 2 object scene. You can also use the DEPTH_TEST_*
> and DEPTH_WRITE_* keywords to manipulate how depth testing is handled.
> These are covered in the documentation.
>
> With a little experimentation you should be able to find a solution that
> works for you.
>
> -Rick
>
>
> Jordi Garcia wrote:
>
>> Hi!!
>>
>> I have a little problem.
>>
>> I use IDLgrPolygon to create a zone. I would like show only the lines,
>> and i would like that the polygon are with fill, but transparent.

>> Because i need to obtain some information about this object when i
>> click with the mouse inside this zone.
>>
>> I try to create 2 IDLgrPolygon, the first one with the lines, and the
>> second one with the transparent fill, but there are some polygons. that
>> erase some lines of the other polygons.
>>
>> I hope that somebody understant my english and my problem, and i hope
>> that somebody can help me!!!!
>>
>> Thanks!!!!!!
>>
>> Jordi Garcia.
>>
>>
>>