
Subject: Re: IDLgrPolygon

Posted by [Rick Towler](#) on Wed, 16 Nov 2005 18:36:52 GMT

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

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.
>
>

>
