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Subject: Re: How to avoid texture-map overlapping?  
Posted by [Rick Towler](#) on Tue, 15 Nov 2005 18:50:00 GMT  
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unigrat@163.com wrote:

- > Hi,all
- > I want to make the beam transparent.So I put a texture on it. But it is
- > overlapped.
- > How can I map it uniformly?
- > Thanks a lot.

In addition to what Karl has suggested, you can also break your beam up into lengthwise sections, then order the sections in your model based on your point of view. Depending on how many sections you use, you may still have a few rendering issues but they should be minimal.

The easiest approach would be to code your beam as an object. A child of IDLgrModel. The init method would create the beam sections and add them to the "self" model. The other key method would be the order or sort method that would accept a 3 element vector (the view vector) and would order the sections in the self model based on the view vector.

You would then need to create your own viewer which would calculate the view vector (vector from the viewer to the center of your beam object) and pass that to your beam object on each draw.

I have done a lot of work with transparency and rendering order. Out of the options that Karl has posted, this is one of the better ones. The ideal solution would be the BSP polygon object but it needs a lot of work/optimization and I have never found the time.

You may decide that all of this isn't worth it. Depending on the project, I certainly have :) But if you decide to go this route, I have a lot of code that can get you started, but there will be a bit of overhead learning my viewing system. Let me know if you're interested.

-Rick

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