Subject: Re: object graphics - transparent surfaces
Posted by Rick Towler on Tue, 06 Jun 2006 15:49:27 GMT

greg michael wrote:

> Certainly I can add my request to RSI - I suppose, from the wording of
> the documentation, they already think it's something to be fixed.

Well, not necessarily. This is a difficult issue to fix in a x-platform
way. I would *really* like to see it happen, but I am not holding my
breath.

> I'd be very interested to take a look at your meshing routines, and
> your camera object, too.

I'll package it up and send you the link.

-Rick