
Subject: Re: object graphics - transparent surfaces
Posted by [greg michael](#) on Tue, 06 Jun 2006 12:44:31 GMT
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Hi Rick,

Thanks very much for your detailed and very useful reply. I was hoping for a nice keyword that would sort that out... it looks to be not quite so simple!

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.

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

kind regards,
Greg
