
Subject: Re: Rendering order

Posted by [Kenneth P. Bowman](#) on Thu, 13 Jul 2006 15:11:00 GMT

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In article <Kt2dnWhj3JHsUijZnZ2dnUVZ_vmdnZ2d@comcast.com>,
Michael Galloy <mgalloy@gmail.com> wrote:

```
> x = randomu(seed, 20) * 20
> y = randomu(seed, 20) * 20
> z = randomu(seed, 20) * 20
> d = dist(20)
>
> isurface, d
> id = itGetCurrent(tool=otool)
> surfID = otool->findIdentifiers('*surface', /visualization)
> result = otool->doSetProperty(surfID[0], 'Transparency', 50)
> otool->refreshCurrentWindow
>
> iplot, x, y, z, /overplot
> sendToBackID = otool->findIdentifiers('*sendtoback', /operations)
> result = otool->doAction(sendToBackID)
>
>
> Mike
> --
> www.michaelgalloy.com
```

Thanks, Mike. That is just what I needed. Much appreciated.

Ken Bowman
