
Subject: Re: Rendering order

Posted by [Michael Galloy](#) on Thu, 13 Jul 2006 04:42:55 GMT

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Michael Galloy wrote:

> Kenneth P. Bowman wrote:

>> I am drawing a fairly complicated 3-D plot using Isurface. I then
>> overplot some points using iPlot. I would like the surface to be
>> semi-transparent (I know how to do that), so that I can see the points
>> through the surface.

>> In order for this to work, the points must be rendered before the
>> surface. I would rather not re-structure my program to make this
>> work. Is there any easy way to change the rendering order so that the
>> iPlot objects are rendered before the surface? (Like a keyword to
>> iPlot? :-))

>

> There are "Order > Bring to Front" and "Order > Send to Back" context
> menu items for graphics items in the iTools that will do the trick. Let
> me check if there is a programmatic way to access them.

OK, how about this?

```
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

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www.michaelgalloy.com
