
Subject: Re: Rendering order

Posted by [Michael Galloy](#) on Thu, 13 Jul 2006 04:06:31 GMT

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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? :-)
- >
- > Ken

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.

Mike

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