
Subject: Re: DEPTH_TEST_FUNCTION, DEPTH_TEST_DISABLE properties
(send an object to back)

Posted by [David Fanning](#) on Mon, 27 Oct 2008 17:09:36 GMT

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bernat writes:

> Anybody knows how to draw a graphic object on the background or send
> it to back. I don't know how to use the DEPTH_TEST_FUNCTION,
> DEPTH_TEST_DISABLE properties.... I never understand the function of
> these properties, the manual is not clear

I don't really understand these keywords either, but if you are doing things in direct graphics, I've just put a new article on my web page today describing AnnotateWindow, which is an IDL program for annotating a direct graphics window or image. The annotations that you add to this window can be "ordered" by right clicking on them, and then choosing to Move Forward, or Move Back, etc. In my case, the "order" is simply the order in which they are stored in an IDL_Container object. Moreover, annotation objects can be grouped so they can be moved together, etc.

<http://www.dfanning.com/catalyst/annotate.html>

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
