
Subject: Re: How to control the order of the objects to draw [using object graphics]

Posted by [Mark\[1\]](#) on Wed, 28 Jan 2009 21:09:25 GMT

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By default, the Object Graphics system controls visibility of overlapping objects according to the position in the Z direction. So if you want object A drawn in front of object B, put A above B (greater Z).

It's a bit more complicated for IDLgrVolumes--for more info, search this group for the word "pimento".

There are a few object properties that modify this behaviour. The effect of depth can be modified by changing an IDLgrModel's DEPTH_TEST_FUNCTION property. The effect of depth can be disabled by setting an IDLgrModel's DEPTH_WRITE_DISABLE to 1; in this case the visibility of objects in that model is controlled by position in the container. Line-type atoms can be made to appear in front of filled atoms at the same using the DEPTH_OFFSET function.

However I suggest you start by leaving the depth-cuing properties at their default values and using depth (Z position) to control visibility.

Mark
