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Subject: Re: How to draw IDLgrPlots over IDLgrImages?

Posted by [Robbie](#) on Mon, 07 Sep 2009 03:54:37 GMT

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The IDL manual says something like:

Disabling the depth test function allows all primitives to be drawn on the screen without testing their depth.

When the depth test is disabled, the last item drawn at a location is the item that is on top.

I think that if you are using depth testing then you must be aware that objects might disappear if they fall out of the clipping range. For example the default value of the ZCLIP property of IDLgrView is [-1,1]. You may also find the clipping to be graphics card dependant.

It's far simpler to avoid depth testing if at all possible when drawing a 2D scene.

That being said, I still have a tendency to 'hack' scenes using depth testing.

Robbie

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