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Subject: Re: NG Transparency Bug  
Posted by [David Grier](#) on Wed, 01 Dec 2010 23:30:38 GMT  
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Thanks Ronn,

Fiddling with the drawing order seems to make the axes visible.  
I no longer consider this a bug. Instead, I consider it to be  
\_two\_ bugs.

Here's why:

(1) A transparent object should not make another object invisible  
regardless of their relative drawing order. In a 3D scene, visibility  
should be determined primarily by distance from the viewing plane.

(2) I said "fiddling with" rather than "changing" because setting

```
(p.axes)[1].order, /send_to_back
```

makes both the y and z axes visible, but subsequently setting

```
(p.axes)[2].order, /send_to_back
```

makes them both invisible again! There's some weird interaction that,  
though possibly explicable, seems more bug-like than desirable to me.

Once again, thanks very much for giving me a solution I can use.

TTFN,

David

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