
Subject: NG Transparency Bug

Posted by [David Grier](#) on Tue, 30 Nov 2010 20:30:51 GMT

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Dear Folks,

The following code appears to exercise a bug in IDL 8.0.1 (both Mac and Linux). It's supposed to draw a tilted transparent disk on a set of 3D axes. In fact, the disk completely blocks the occluded axis objects.

Interestingly, if you add other objects such as colored orbs to the plot, they can be seen properly through the transparent disk.

So, this seems to be a bug with how axes are rendered through transparent objects.

Or am I missing something?

I would be very grateful for a workaround.

TTFN,

David

```
; ==== snip here for ====  
; transparency bug demo  
p = plot3d([-1,1],[-1,1],[-1,1], /nodata) ; create plot  
  
(p.axes)[0].location = [0,0,0] ; center axes to demonstrate problem  
(p.axes)[1].location = [0,0,0]  
(p.axes)[2].location = [0,0,0]  
  
theta = findgen(100)/99 * 2 * !pi ; add a tilted transparent green disk  
beta = !pi/6.  
x = cos(theta) * cos(beta)  
y = sin(theta)  
z = cos(theta) * sin(beta)  
disk = polygon(x, y, z, target = p, $  
/data, /fill_background, fill_color='lime_green', $  
fill_transparency = 80)  
  
; ... and voila! you can't see the axes through the transparent disk
```
