Subject: Re: Perspective view when using IDLgrPolygon
Posted by David Fanning on Thu, 23 Dec 2010 14:48:04 GMT
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johan writes:

> I am drawing a 3-D box by using IDLgrPolygon but I want the "back
> surface" to be projected "smaller", similar to things that are further
> away appears to be smaller. This box can be rotated in a 3-D view.

Set the PERSPECTIVE keyword on your view object to 2 for
a perspective projection.

> Also, I attached a lable to each of the 6 sides and display an object
> in the box, I do not want the current lable at the back to "shine
> through" the object in the box, i.e. looking at a single side of the
> box, I want it to display only 5 of the 6 lebles.

Generally speaking, objects are viewed front to back. You
may have to change the order of your objects to get the
view you want. Typically, this is done with the MOVE method
on an IDL_Container object or one of its subclasses (e.g., an
IDLgrModel object).

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.")