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Subject: Onglass keyword cause "shine through"

Posted by [johan\[1\]](#) on Tue, 25 Jan 2011 09:26:31 GMT

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I have a graphics object consisting of polygons. Around it I have a box created with polylines which also has labels attached to each side. When the labels are behind the 3D surface I want them to be invisible and when I rotate the object they must become visible when in front and the ones behind must then not be visible.

It works fine for the lines of the box but not the labels but when I use the `onglass` keyword with the text objects, they stay always visible. Is there a way of preventing this from happening?

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