Subject: Re: Vector output of idlgrpolygon models
Posted by Karl[1] on Tue, 08 Nov 2011 17:13:35 GMT
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You might try looking at the REJECT property in IDLgrPolygon. If your surfaces are defined correctly so that the normals are correct, REJECT can be set to prevent drawing the polygons that face away from the viewer. This might reduce the number of unwanted polygons you are dealing with.

Also might look at the VECT_SORTING keyword in IDLgrClipBoard::Draw(). Graphics hardware uses Z-buffers to take care of the hidden surface removal problem. The clipboard doesn't have such hardware and does coarse-grained sorting of the objects based on their depth instead. I can't remember if it uses the average Z of the entire IDLgrPolygon object, or the average Z of each triangle making up the polygon. If the latter is true, then that level of resolution may be good enough to sort out your surfaces. There will likely be problems where the toroids intersect, so look carefully there. The clipboard object won't split up intersecting triangles and draw just the visible pieces.

A more robust solution would be to use a BSP tree to sort them out and take care of splitting intersecting faces, but that is a lot of work.