
Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by [David Fanning](#) on Tue, 21 Dec 2004 14:25:26 GMT

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Karsten Rodenacker writes:

- > I have a bit surprising display of an IDLgrPolygon object with some
- > transparency using xobjview, which shows under certain directions some
- > rippling (Windows XP SP 2, IDL 6.1.1). A reduced screenshot is stored
- > under http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.jpg.
- >
- > The same object I have saved into a VRML File. It does not show this
- > behaviour using the Cortona viewer, although transparency does not come
- > out. It can be found under
- > http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.wrl. Be
- > patient, it is about 10 MB long!
- >
- > If there is some experience in the group any hints are appreciated to
- > avoid this rippling.

Have you tried this with both software AND hardware rendering turned on? Worth a try. Often one works when the other doesn't.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by [Karsten Rodenacker](#) on Tue, 21 Dec 2004 14:50:48 GMT

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On Tue, 21 Dec 2004 07:25:26 -0700, David Fanning <davidf@dfanning.com> wrote:

- > Karsten Rodenacker writes:
- >
- >> I have a bit surprising display of an IDLgrPolygon object with some
- >> transparency using xobjview, which shows under certain directions some
- >> rippling (Windows XP SP 2, IDL 6.1.1). A reduced screenshot is stored
- >> under

>> http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.jpg.
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>> The same object I have saved into a VRML File. It does not show this
>> behaviour using the Cortona viewer, although transparency does not come
>> out. It can be found under
>> http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example.vrml. Be
>> patient, it is about 10 MB long!
>>
>> If there is some experience in the group any hints are appreciated to
>> avoid this rippling.
>
> Have you tried this with both software AND hardware
> rendering turned on? Worth a try. Often one works when
> the other doesn't.

I had Hardware rendering, and tried Software but without difference in the
displayed result. In

http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example1.jpg there
is a nice Jalousie effect. Unluckily my objects behind the Jalousie are
not so extraordinary...

--

Karsten Rodenacker

----- :-)
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Karsten.Rodenacker@gsf.de | <http://ibb.gsf.de/> | DEL _ for reply
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Subject: Re: questionable display of an IDLgrPolygon Object with some
transparency

Posted by [David Fanning](#) on Tue, 21 Dec 2004 15:23:12 GMT

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Karsten Rodenacker writes:

> I had Hardware rendering, and tried Software but without difference in the
> displayed result. In
> http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Example1.jpg there
> is a nice Jalousie effect. Unluckily my objects behind the Jalousie are
> not so extraordinary...

Humm, well then, following my reading of Sherlock Holmes,
I would have to conclude this is how it is *suppose* to look!

Cheers,

David

P.S. I think what you are looking at is the "quantum foam" I've been reading about in Brian Greene's latest books. If you are still shopping for your physics friends, I highly recommend both *The Elegant Universe* and *The Fabric of the Cosmos*. They both confirm my suspicion that the world is a mystery. :-)

--

David Fanning, Ph.D.

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