Subject: IDLgrPolygon -TEXTURE_MAP question
Posted by Ulan on Thu, 28 Apr 2005 09:01:59 GMT
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OK, after applying golden rule - RFM (Read the F..ing Manual) and looking at the forum, finally I have decided to post my question.
To start with- I am a beginner generally in programming and particularly in IDL. I could not find solution to following visualization problem.
I have set of spheres (oOrb). Those spheres are icons representing regions extracted from images. Each sphere has x,y, time coordinates and radius proportional to one of the attribute of the region (e.g. size). There are also tubes connecting those spheres and showing relationship between regions (continuation, split, merge etc.). I used IDLgrModel and visualized it in XOBJVIEW. So far it works.
Now, I wanted to add time slider and images to XOBJVIEW that will show up when user moves the slider. I have done it through IDLgrPolygon object with texture map property being a grayscale image (see code below, Input: 3D image (x,y, time)):

```
for i=0, ntimes-1 do  begin
oImage=OBJ_NEW('IDLgrImage', image[*,*,i])

oPoly=obj_new("IDLgrPolygon", number_x, number_y, i ,$
STYLE=2,Texture_Map = oImage,$
Texture_Coord = [[0,0],[0,1], [1,1], [1,0]], HIDE=1)

oModel->Add, oPoly, POSITION=i
Endfor
```

And in the event_handler I change the property HIDE=1 into HIDE=0 for that slider position.(through POSITION keyword).

Now my question: The resulted image looks black, without any texture. I have tried to add the COLOR keyword [255,255,255], but it didn't help. Seems I am missing something simple here, but I am just lost...That's why I have decided to ask the group. Any help would be appreciated,

Thanks,
Ulan

Subject: Re: IDLgrPolygon
Posted by Rick Towler on Wed, 16 Nov 2005 18:36:52 GMT
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Simple example code would be helpful, but my guess is that you are seeing z-fighting or z-flimmering or z-stitching. This is caused by the fact that you are trying to draw two objects in the exact same z-space but due to limited z-buffer precision sometimes one is in front of the other and sometimes it is behind it.

The easiest way to fix this is to offset your lines slightly in the positive Z direction or, depending on the objects, scaling the lines so they are slightly larger (using IDLgrModel::Scale).

If these solutions don't work, RSI has graciously provided a few means of dealing with this. Check out the DEPTH_OFFSET keyword, which would work well for your 2 object scene. You can also use the DEPTH_TEST_* and DEPTH_WRITE_* keywords to manipulate how depth testing is handled. These are covered in the documentation.

With a little experimentation you should be able to find a solution that works for you.

-Rick

Jordi Garcia wrote:
> Hi!!
>
> I have a little problem.
>
> I use IDLgrPolygon to create a zone. I would like show only the lines,
> and i would like that the polygon are with fill, but transparent.
> Because i need to obtain some information about this object when i
> click with the mouse inside this zone.
>
> I try to create 2 IDLgrPolygon, the first one with the lines, and the
> second one with the transparent fill, but there are some polygons. that
> erase some lines of the other polygons.
>
> I hope that somebody understant my english and my problem, and i hope
> that somebody can help me!!!!
>
> Thanks!!!!!!
>
> Jordi Garcia.
>
>
>

Subject: Re: IDLgrPolygon
Posted by Jordi Garcia on Thu, 17 Nov 2005 08:07:34 GMT
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Hi Rick,
you help me very much!!!
I put the DEPTH_OFFSET keyword in my two IDLgrPolygon, and works very good.

Yesterday i found another solution, i use the TEXTURE_MAP keyword, with
one IDLgrImage completly transparent, and works too, but i prefer, your
solution becaose i don't need create this object.

Thank you

Jordi

Rick Towler wrote:
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