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Subject: Re: Select and Hide trouble in object graphics

Posted by [Ulan](#) on Mon, 04 Jul 2005 13:58:52 GMT

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ok, I see now. Obviously I missed the previous discussion on similar topic (see Depth visibility with Object Graphics !!!, especiall posting by Karl Schultz ). The problem is obviously with OpenGL. Seems I have to switch to the software renderer even though it is slow...

Ulan

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