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Subject: Re: Rendering order

Posted by [Michael Galloy](#) on Thu, 13 Jul 2006 04:06:31 GMT

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Kenneth P. Bowman wrote:

- > I am drawing a fairly complicated 3-D plot using Isurface. I then
- > overplot some points using iPlot. I would like the surface to be
- > semi-transparent (I know how to do that), so that I can see the points
- > through the surface.
- >
- > In order for this to work, the points must be rendered before the
- > surface. I would rather not re-structure my program to make this work.
- > Is there any easy way to change the rendering order so that the iPlot
- > objects are rendered before the surface? (Like a keyword to iPlot? :-) )
- >
- > Ken

There are "Order > Bring to Front" and "Order > Send to Back" context menu items for graphics items in the iTools that will do the trick. Let me check if there is a programmatic way to access them.

Mike

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[www.michaelgalloy.com](http://www.michaelgalloy.com)

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Subject: Re: Rendering order

Posted by [Michael Galloy](#) on Thu, 13 Jul 2006 04:42:55 GMT

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Michael Galloy wrote:

- > Kenneth P. Bowman wrote:
- >> I am drawing a fairly complicated 3-D plot using Isurface. I then
- >> overplot some points using iPlot. I would like the surface to be
- >> semi-transparent (I know how to do that), so that I can see the points
- >> through the surface.
- >> In order for this to work, the points must be rendered before the
- >> surface. I would rather not re-structure my program to make this
- >> work. Is there any easy way to change the rendering order so that the
- >> iPlot objects are rendered before the surface? (Like a keyword to
- >> iPlot? :-) )
- >
- > There are "Order > Bring to Front" and "Order > Send to Back" context
- > menu items for graphics items in the iTools that will do the trick. Let
- > me check if there is a programmatic way to access them.

OK, how about this?

```
x = randomu(seed, 20) * 20
y = randomu(seed, 20) * 20
z = randomu(seed, 20) * 20
d = dist(20)

isurface, d
id = itGetCurrent(tool=otool)
surfID = otool->findIdentifiers('*surface', /visualization)
result = otool->doSetProperty(surfID[0], 'Transparency', 50)
otool->refreshCurrentWindow

iplot, x, y, z, /overplot
sendToBackID = otool->findIdentifiers('*sendtoback', /operations)
result = otool->doAction(sendToBackID)
```

Mike

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[www.michaelgalloy.com](http://www.michaelgalloy.com)

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Subject: Re: Rendering order

Posted by [Kenneth P. Bowman](#) on Thu, 13 Jul 2006 15:11:00 GMT

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In article <Kt2dnWhj3JHsUijZnZ2dnUVZ\_vmdnZ2d@comcast.com>,  
Michael Galloy <mgalloy@gmail.com> wrote:

```
> x = randomu(seed, 20) * 20
> y = randomu(seed, 20) * 20
> z = randomu(seed, 20) * 20
> d = dist(20)
>
> isurface, d
> id = itGetCurrent(tool=otool)
> surfID = otool->findIdentifiers('*surface', /visualization)
> result = otool->doSetProperty(surfID[0], 'Transparency', 50)
> otool->refreshCurrentWindow
>
> iplot, x, y, z, /overplot
> sendToBackID = otool->findIdentifiers('*sendtoback', /operations)
> result = otool->doAction(sendToBackID)
>
>
> Mike
> --
> www.michaelgalloy.com
```

Thanks, Mike. That is just what I needed. Much appreciated.

Ken Bowman

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