Subject: Is there any way to add texts, lines, wind vector over terrain surface (over IDLgrSurface)?
Posted by Dave[4] on Fri, 04 Jan 2008 15:06:02 GMT

Dear guys:

   Is there any way to add texts, polylines, wind vector over terrain
surface (over IDLgrSurface)? Thanks very much!

dave

Subject: Re: Is there any way to add texts, lines, wind vector over terrain surface (over IDLgrSurface)?
Posted by Rick Towler on Fri, 04 Jan 2008 18:42:31 GMT

Dave wrote:
> Dear guys:
>
>   Is there any way to add texts, polylines, wind vector over terrain
> surface (over IDLgrSurface)? Thanks very much!

Yes, just add them to your model. Lines (IDLgrPolyline) and text
(IDLgrText) are easy. The wind vectors are a bit trickier but I'm quite
sure someone has coded up a OG vector object, check the codebank.

The only thing you need to keep in mind is that placing surfaces and
lines directly on top of each other results in "stitching" as errors in
the z-buffer calcs result in lines weaving above and below the surface.
  This is easily handled by either adding a small offset in your data or
using the DEPTH_OFFSET property of your surface (or polygon) object.

-Rick