Subject: Re: NG Transparency Bug
Posted by ronn on Wed, 01 Dec 2010 17:26:29 GMT
View Forum Message <> Reply to Message

Hi David,

This is a drawing order issue, but I'm not sure it classifies as a bug. The trick is to get the order right. In your example if you add one line to make one of the axes go to the back it should work. At least it does on my XP machine.

(p.axes)[1].order, /send_to_back

The same command on the (p.axes)[2] also does the trick but not the [0] element. Probably because that one is already at the back. Its kind of hard to tell since I couldn't figure out a way to pull out the drawing order from the plot3d object.

Ronn Kling

Subject: Re: NG Transparency Bug
Posted by David Grier on Wed, 01 Dec 2010 23:30:38 GMT
View Forum Message <> Reply to Message

Thanks Ronn,

Fiddling with the drawing order seems to make the axes visible.
I no longer consider this a bug. Instead, I consider it to be
two bugs.

Here's why:

(1) A transparent object should not make another object invisible regardless of their relative drawing order. In a 3D scene, visibility should be determined primarily by distance from the viewing plane.

(2) I said "fiddling with" rather than "changing" because setting

(p.axes)[1].order, /send_to_back

makes both the y and z axes visible, but subsequently setting

(p.axes)[2].order, /send_to_back

makes them both invisible again! There's some weird interaction that, though possibly explicable, seems more bug-like than desirable to me.

Once again, thanks very much for giving me a solution I can use.

TTFN,

David