

VisIt - Bug # 1294: Crash with transparent geometry

Status:	Pending	Priority:	High
Author:	Brad Whitlock	Category:	
Created:	01/08/2013	Assigned to:	
Updated:	01/15/2013	Due date:	
Likelihood:	3 - Occasional		
Severity:	4 - Crash / Wrong Results		
Found in Version:	2.6.0		
OS:	All		
Support Group:	Any		
Subject:	Crash with transparent geometry		
Description:	I can get the viewer to crash when I set a glyphed Pseudocolor plot to transparent before drawing it. <ol style="list-style-type: none">1. Open noise.silo2. Make a Pseudocolor plot of PointVar3. Set the Pseudocolor glyph to Box and make the plot transparent4. Click Apply5. Click the Draw button. The viewer will crash.		

History

01/08/2013 06:00 pm - Brad Whitlock

Line 1066 of avtTransparencyActor.C contains `in_ds->SetSource(NULL);`

When we're adding glyph geometry, the `in_ds` object seems like it is the output of a glyph filter that has not yet executed. If I replace `in_ds->SetSource(NULL)` with `in_ds->Update()` then I get the right transparent geometry. I don't understand the motivation for `SetSource(NULL)`.

01/09/2013 04:12 pm - Kathleen Biagas

Need to look at [\[\[https://visitbugs.ornl.gov/issues/1138\]\]](https://visitbugs.ornl.gov/issues/1138) for motivation behind the change.

At the time, I couldn't find another way to fix that bug than to break the connection between the mini-pipeline in `avtTransparencyActor` and the rest of the pipeline.

I wonder if this will still be an issue with newer VTK?

In the meantime, Brad's suggestion of perhaps updating the Glyph Mapper before sending to the Transparency actor should probably be tried.

01/15/2013 12:09 pm - Eric Brugger

- Status changed from New to Pending

- Priority changed from Normal to High