
Subject: Re: Event display weird behaviour

Posted by [Dmytro Kresan](#) on Fri, 17 Mar 2017 10:48:22 GMT

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You can make a detector transparent. Got to "scenes" -> geometry scene -> cave -> the detector -> needed volume and in the tab below, next to the color, you can enter a numerical value for the transparency (between 0 and 100). Works per material, for all volumes with this material.

Best regards,
Dima
