
Subject: Re: Where is IDLgrTesselator?

Posted by [davidf](#) on Thu, 05 Mar 1998 08:00:00 GMT

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Kenneth P. Bowman (bowman@null.edu) writes:

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> Thanks to much help from David Fanning and Beau Leeger at RSI I am making
> progress on an object graphics program. I can now create a polygonal mesh
> with SHADE_VOLUME and then display it with object graphics. I need to
> triangulate (tessellate) the polygonal mesh, which is what IDLgrTesselator
> is supposed to do. When I try to create a tesselator object, however, I
> get:
>
> IDL> tri = OBJ_NEW('IDLgrTesselator')
> % Attempt to call undefined procedure/function: 'IDLGRTESSELATOR__DEFINE'.
> % Structure type not defined: IDLGRTESSELATOR.
>
> and when I do
>
> HELP, /OBJECT
>
> there are no tesselator-related objects defined, although there are
> definitions for a lot of other objects that I have not used. This is IDL
> Version 5.0.2.
>
> Any ideas
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Uh, my book spells "tessellator" with two L's. :-)

Cheers,

David

P.S. Don't you LOVE computers!

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