Subject: Where is IDLgrTesselator?
Posted by bowman on Thu, 05 Mar 1998 08:00:00 GMT
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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 (tesselate) 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? E-mail replies appreciated. Change the AT to @ in my e-mail
address.

Thanks, Ken Bowman
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