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Subject: Re: object -> direct (colors)  
Posted by [davidf](#) on Wed, 04 Nov 1998 08:00:00 GMT  
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Struan Gray (struan.gray@sljus.lu.se) writes:

> There has to be a better way....  
>  
> Take a look at the IDLgrVRML object. This lets you save a scene  
> as a VRML file which can be used by other 3D drawing programs (and, I  
> think, web browsers) to display the 3D graphics and, more importantly,  
> print them without rasterisation.  
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Now, Struan, do you know this to be the case or are you speculating?  
It's not nice to get our hopes up, you know.

I've been spending too damn much time avoiding my real job,  
so I'm going to leave it up to you to make sure this is  
right. On the surface of it, I find it hard to believe.

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Note: A copy of this article was e-mailed to the original poster.

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