

---

Subject: Re: Vertices and Polygons

Posted by [Chris J.](#) on Thu, 06 Jul 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I use MESH\_OBJ to do this in direct graphics. Sorry, but I'm unfamiliar with object graphics so can't give you any help there.

Unfortunately, mesh\_obj doesn't always give me the surface I want, it probably has something to do with the order the vertices are given. I'm trying to display a convex hull, and although I know the resulting vertices are correct, the 3D surface usually has some concavities. So, incidentally, if anyone knows a way around this, I'd love to hear!

Chris

-----

Got questions? Get answers over the phone at Keen.com.  
Up to 100 minutes free!  
<http://www.keen.com>

---