
Subject: Direct->Object Graphics Help!

Posted by [Muks Raju](#) on Tue, 30 Apr 2002 21:25:54 GMT

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Hello

I have been given a program which draws some 3D figures using direct graphics..using Shade_Volume and then PolyShade. Now I need to get the 3D model into a VRML file so i need to use object graphics. Could anyone tell me if the following is rightv is the array of vertices and p the array of polygons obtained from Shade_Volume.

```
myobj = OBJ_NEW('IDLgrPolygon',v,POLYGON=p)
```

```
oModel = OBJ_NEW('IDLgrModel')
```

```
oView = OBJ_NEW('IDLgrView')
```

```
oWin = OBJ_NEW('IDLgrWindow')
```

```
oModel->Add, myobj
```

```
oView->Add, oModel
```

```
oWin->draw,oView
```

```
ovrml = OBJ_NEW('IDLgrVRML',FILENAME='solar.wrl',QUALITY=2)
```

```
ovrml->Draw,oview
```

Thank you very much in advance for any help you can provide or any hints towards a better way to do this.

Regards

Muks
