Subject: Re: OG polygon to EPS problem
Posted by David Fanning on Thu, 29 Aug 2002 18:58:00 GMT

Mirko Vukovic (mvukovic@taz.telusa.com) writes:

> In the following program, if I have hidden_lines on, the post-script
> is shaded black. If I have hidden_lines off, I can see the grid.
> This is in IDL5.4.on WinNT. The behavior with hidden_lines on does
> not make sense to me. Anyone else?
>
> My real application is a 3D polygon, with hidden lines on. However,
> all I currently get is a black blob. If I use surface elevation
> shading, hidden_lines have no effect, and I can trick IDL somewhat by
> using black-white color map with the gamma correction at 10.

I think it is a mistake to think "vector" output is going
to work with polygons. I'd leave that keyword off, and then
see if the rest of it makes sense. I can't really tell here
what I am suppose to be seeing. :-)

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155