
Subject: OG polygon to EPS problem

Posted by [mvukovic](#) on Thu, 29 Aug 2002 18:33:36 GMT

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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.

Thanks,

Mirko

pro TestPolygon,ThicknessData

```
xcoord=[0,1,1,0,.5]
ycoord=[0,0,1,1,.5]
;; Obtain triangulation:
TRIANGULATE, xcoord, ycoord, triangles
vTriangleDimInfo=size(triangles,/dimensions)
cPoints=n_elements(xcoord)
vVertices=fltarr(3,cPoints)
vVertices[0,*]=xcoord
vVertices[1,*]=ycoord
vVertices[2,*]=0.
vVertices[2,4]=1.

Polygons=lonarr(4,vTriangleDimInfo[1])
polygons[0,*]=3
polygons[1,0]=triangles
cPolygons=n_elements(Polygons)
connectivity=reform(polygons,cpolygons)
oPolygon=obj_new('idlgrpolygon',vvertices,polygons=connectivity,$
                 color=[0,0,0],style=1)

oModel=obj_new('IDLgrModel')
oModel->Add,oPolygon

oView=obj_new('IDLgrView')
oView->Add,oModel

oPolygon->SetProperty,Hidden_Lines=0
```

```
clipboard = Obj_New('IDLgrClipboard', Dimensions=viewDimensions,  
Unit=viewUnits)  
clipboard->Draw, oView, /Postscript,/Vector, Filename='test.eps'  
Obj_Destroy, clipboard  
end
```
