Subject: Re: VRML export in IDL
Posted by Rick Towler on Sat, 02 Nov 2002 16:23:47 GMT
View Forum Message <> Reply to Message

"Gunho Sohn" <gsohn@ge.ucl.ac.uk> wrote

> I generated a set of polyhedron in 3D using IDL code and stored them in
> polygon objects. Has anyone experienced to convert polygon objects directly
> into VRML format in IDL? I will apprecite it if you let me know how to do
> it.

Use the IDLgrVRML object. It will export a VRML scene so if you really just
want the individual polygon object VRML code you'll have to cut it out from
the .wrl file.

-Rick