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Subject: Re: Bug in IDLgrPolygon ?

Posted by [David Fanning](#) on Thu, 12 Dec 2002 17:55:13 GMT

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Thomas Gutzler (tgutzler@ee.uwa.edu.au) writes:

> If I just leave the last (or any other) line away there's no error and  
> the result is, what I expected, an open cube. But this can't be the  
> solution, because I want to interactively permit polygons being drawn.

I don't know. That looks like the solution to me.

> My question is: Is this a bug ?

Looks more like bad documentation to me. I wouldn't have expected it to work the way it is described.

> or: what did I wrong ?

I don't think you did anything wrong. I just think you need to do more coding to discover a way to build the proper poly\_array on the fly according to user specifications.

Cheers,

David

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