
Subject: Bug in IDLgrPolygon ?

Posted by [Thomas Gutzler](#) on Thu, 12 Dec 2002 10:18:48 GMT

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Hi,

I just detected some weird behaviour in IDLgrPolygon. I generated an Object with this data:

```
arr = Transpose([[-1, 1,-1, 1,-1, 1,-1, 1], $
                [-1,-1,-1,-1, 1, 1, 1, 1], $
                [-1,-1, 1, 1,-1,-1, 1, 1]])
;vertex: 1 2 3 4 5 6 7 8
arr_colors = Transpose([[255,255, 0, 0,255,127, 0,127], $
                        [190, 0, 65,255, 0, 0,255,255], $
                        [ 0,190,255, 65, 0,255,255, 0]])
arr_polys = [[4, 0, 1, 3, 2], $ ; vertices 1243
             [4, 0, 2, 6, 4], $ ; vertices 1375
             [4, 2, 3, 7, 6], $ ; vertices 3487
             [4, 1, 3, 7, 5], $ ; vertices 2486
             [4, 0, 1, 5, 4], $ ; vertices 1265
             [4, 4, 5, 7, 6]] ; vertices 5687
poly = OBJ_NEW('IDLgrPolygon', arr, polygons=arr_polys,
vert_color=arr_colors, SHADING=1)
```

which is a colored cube.

The onlinehelp to IDLgrPolygon sais:

POLYGONS (Get, Set)

[...] To ignore an entry in the POLYGONS array, set the vertex count, n, to 0.

Fine - I set Element 25 (the first of the last line) from 4 to 0 and looked forward to see an "open cube" because the last polygon shouldn't be drawn.

What I saw was an open cube ... and an error:

```
% OBJ_NEW: Error, invalid connectivity list detected (invalid final polygon).
```

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.

My question is: Is this a bug ?
or: what did I wrong ?

Thanks,

Thomas
