
Subject: Re: polyshade

Posted by [David Fanning](#) on Thu, 17 Jul 2003 15:17:32 GMT

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Marc Schellens writes:

> Of course you can use an IDLgrPolygon, but how to do it in direct graphics?

Direct graphics are so...I don't know...1970's.

Everything should be done in object graphics.

Cheers,

David

P.S. Opinions expressed in this article are not the author's true opinions. They are sardonic (I *knew* this word would come in handy some day!) and reflect the author's worried view of where IDL is headed these days. :-)

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