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Subject: Re: iTool interaction with IDLgrModel / IDLgrPolygon member properties?  
Posted by [sdettrick](#) on Mon, 08 Dec 2003 02:21:04 GMT

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David Fanning <david@dfanning.com> wrote in message  
news:<MPG.1a3ab40e2b3dffa4989770@news.frii.com>...

> Sean Dettrick writes:

>

>> i've got a bunch of 3D IDLgrPolygon objects stuck into an IDLgrModel.

>> I have been visualizing them to date with xobjview. I find that I can

>> import the model into, for example, iPlot via the pull-down menu.

>>

>> My question is, what do I have to do to make it so that I can edit the

>> properties of the polygon objects (colors, alpha, hide/show, shading

>> etc) from within the iTool? Do I have to write my own iTool app, or

>> can I just provide extra info on my polygon objects for an iTool to

>> access?

>>

>> I would appreciate any advice.

>

> I haven't tried this, but it would be neat if it worked.

> Have you tried just setting the REGISTER\_PROPERTIES

> keyword when you create your POLYGON objects? That

> might do it all. Otherwise, I'd have a look at the

> IDLitComponent object, your polygons are subclassed

> from this.

>

> Cheers,

>

> David

Hi, yes, I tried that. I put /REGISTER\_PROPERTIES as a keyword into every object in my model that would allow the code to compile (something, maybe IDLgrText but I'm not sure, wouldn't accept it). It didn't solve the problem though I should try it again when I'm feeling a little more patient.

I'll have a look at the IDLitComponent subclassing.

Will post a follow-up if I have any success.

Thanks,  
Sean

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