
Subject: "Color vectors" & shading

Posted by [nasalmon](#) on Tue, 20 Jan 2004 21:39:54 GMT

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Does anyone know how i correctly implement "color vectors" in "setProperty" to give each polygon of an object its own predetermined intensity level or colour? It should be that setting "shading" = 0 in "setProperty" should make it so that the colour of each polygon is defined by the "colour vertex" of the first vertex of the polygon connectivity. However, generally the number of "first vertices" of a polygon of an object is actually less than the number of polygons. That means you cant use this method to give each polygon of an object a predetermined different colour - or have i missed something? It seems to me that what is really needed is a colour vector for the polygons not the vertices.

many thanks,
Neil
