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Subject: IDLgrPolygon -TEXTURE\_MAP question  
Posted by [Ulan](#) on Thu, 28 Apr 2005 09:01:59 GMT  
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OK, after applying golden rule - RFM (Read the F..ing Manual) and looking at the forum, finally I have decided to post my question. To start with- I am a beginner generally in programming and particularly in IDL. I could not find solution to following visualization problem.

I have set of spheres (oOrb). Those spheres are icons representing regions extracted from images. Each sphere has x,y, time coordinates and radius proportional to one of the attribute of the region (e.g. size). There are also tubes connecting those spheres and showing relationship between regions (continuation, split, merge etc.). I used IDLgrModel and visualized it in XOBJVIEW. So far it works. Now, I wanted to add time slider and images to XOBJVIEW that will show up when user moves the slider. I have done it through IDLgrPolygon object with texture map property being a grayscale image (see code below, Input: 3D image (x,y, time)):

```
for i=0, ntimes-1 do begin
  olmage=OBJ_NEW('IDLgrImage', image[*,* ,i])

  oPoly=obj_new("IDLgrPolygon", number_x, number_y, i , $
  STYLE=2, Texture_Map = olmage, $
  Texture_Coord = [[0,0],[0,1], [1,1], [1,0]], HIDE=1)

  oModel->Add, oPoly, POSITION=i
Endfor
```

And in the event\_handler I change the property HIDE=1 into HIDE=0 for that slider position.(through POSITION keyword).

Now my question: The resulted image looks black, without any texture. I have tried to add the COLOR keyword [255,255,255], but it didn't help. Seems I am missing something simple here, but I am just lost...That's why I have decided to ask the group. Any help would be appreciated,

Thanks,  
Ulan

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