Subject: Re: IDLgrPolygon with different colors for shading and lines
Posted by Mark Hadfield on Wed, 26 Jul 2006 22:38:20 GMT
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henders@lanl.gov wrote:
> I need to make a bunch of contiguous 3d triangles using IDLgrPolygon.
> I want the shading color to be blue, and the lines around the triangles
> to be white. It's not clear how to do this since shading uses style=2
> and line uses style=1. Doing both and adding them to the same model
> gives funky results. The obvious way to do it is IDLgrPolygon with
> style=2 to get the blue triangles, and then IDLgrPolyline to get the
> white lines around them, but I'm hoping there's an easier way with just
> IDLgrPolygon. Any suggestions?

Stop hoping for things you can't have :-)

Seriously, what you actually want is *two* IDLgrPolygons, identical
except that one has STYLE=2 for the blue triangles and the other has
STYLE=1 for the lines. Use DEPTH_OFFSET=1 on the filled polygon to avoid
the funky results (stitching artefacts). You could use SHARE_DATA to
minimise memory use (but I have no experience with that myself).

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