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Subject: IDLgrPolygon with different colors for shading and lines

Posted by [henderson](#) on Wed, 26 Jul 2006 22:16:25 GMT

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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?

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