
Subject: why does polyshade open a new graphics window?

Posted by [wtt](#) on Thu, 05 Jun 2008 11:13:13 GMT

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Dear all,

I'm trying to work with polyshade to create some 3d glyphs. Ideally, what I want to do is create each glyph, then apply a transformation matrix to the glyph to rotate and scale it, then add the 2d glyph to a larger image at some coordinates within the larger image. The larger image is what gets displayed or saved.

Right now I'm just working on getting the glyph creating code to work. What is happening is that when polyshade is called, a new graphics window pops open. I would prefer that it didn't do that.

Here's the part of the code:

```
;; volume of size dimxdimxdim is created, then

shade_volume, volume, 0, vert, poly
scale3, xrange=[0,dim], yrange=[0,dim], zrange=[0,dim]

surf = polyshade(vert, poly, /t3d, xsize=dim, ysize=dim)

return, surf
```

Thanks very much,
wtt
