
Subject: Re: IDLgrPolygon Leak?

Posted by [KRDean](#) on Sat, 06 Mar 2010 05:37:43 GMT

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Thanks again Karl.

IDLgrTessellator solved my 'holes' issue. I reposted the code using the Tessellator object to help with drawing the Shapefile polygons. Also, taking David's suggestion, which removed the memory leak.

Kelly Dean
Fort Collins, CO

```
=====Test_PolyShp.pro
=====
```

```
;+
;
; <P>Prepare Shapefile Entities for object model.
;
;-----
PRO CountryModel, oModelSHP

COMPILE_OPT DEFINT32, STRICTARR

shpFile = FILEPATH( Subdirectory=['resource', 'maps', 'shape'],
'cntry02.shp' )
oSHP = OBJ_NEW( 'IDLffShape', shpFile )
IF ( OBJ_VALID( oSHP ) ) THEN BEGIN
  oModelSHP = OBJ_NEW( 'IDLgrModel' )
  oSHP -> GetProperty, N_ENTITIES = num_ent
  FOR entn = 0, num_ent-1 DO BEGIN
    ent = oSHP -> GetEntity( entn )
    IF ( ent.n_parts GE 2 ) THEN BEGIN
      cuts = [ (*ent.parts), ent.n_vertices ]
      FOR partn = 0, ent.N_parts-1 DO BEGIN
        oGon = OBJ_NEW('IDLgrPolygon' )
        oTess = OBJ_NEW('IDLgrTessellator')
        oTess -> AddPolygon, (*ent.vertices)[*, cuts[partn]:cuts[partn
+1]-1]
        iStatus = oTess -> tessellate(fVerts,iConn)
        IF (iStatus EQ 1) THEN BEGIN
          oGon -> SetProperty, DATA = fVerts, POLYGONS = iConn
          oGon -> SetProperty, COLOR = [ 034, 139, 87 ] ; Forest
Green
          oModelSHP -> ADD, oGon
        ENDIF ELSE BEGIN
```

```

        STOP
    ENDELSE
ENDFOR
ENDIF ELSE IF ( ent.n_parts EQ 1 ) THEN BEGIN
    oGon = OBJ_NEW('IDLgrPolygon' )
    oTess = OBJ_NEW('IDLgrTessellator')
    oTess -> AddPolygon, (*ent.vertices)
    iStatus = oTess -> tessellate(fVerts,iConn)
    IF (iStatus EQ 1) THEN BEGIN
        oGon -> SetProperty, DATA = fVerts, POLYGONS = iConn
        oModelSHP -> ADD, oGon
    ENDIF ELSE BEGIN
        STOP
    ENDELSE
    OBJ_DESTROY, oTess
ENDIF ELSE BEGIN
ENDELSE
oSHP -> DestroyEntity, ent
ENDFOR
OBJ_DESTROY, oSHP
ENDIF ELSE BEGIN
ENDELSE
END
;+
;
;
;
;-----
PRO Test_PolyShp
COMPILE_OPT DEFINT32, STRICTARR
CountryModel, oModelCntry
XOBJVIEW, oModelCntry, /BLOCK
Obj_Destroy, oModelCntry
END

```
