
Subject: sorting out polygon connectivity in a simple 2D rectangular dataset...

Posted by [George.millward](#) on Thu, 15 Nov 2012 23:48:01 GMT

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Hi There,

I'm getting stumped by what I think should be really easy.

I have a 180 by 60 rectangular dataset and I want this to be the vert_colors on an idlgrpolygon. But how do I calculate the connectivity - shouldn't it be really easy for a simple rectangular dataset ?

ie, I have 3D cartesian coords: x(180,60), y(180,60), z(180,60) and some data Density(180,60) that I want to be the vert_colors.

It works if I use 'style=0' but thats because this just plots 'dots' so the connectivity is not important. But for the standard surface 'style=2' it's not looking right. Should one need to define the connectivity for a simple 2D rectangular surface - it would seem to me that the default would be for this to 'just work' ?

Cheers

George.
