Subject: Re: IDLgrPolygon unexpected result
Posted by Dick Jackson on Fri, 01 Mar 2013 07:51:32 GMT
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On Thursday, February 28, 2013 5:51:41 AM UTC-8, David Fanning wrote:
> Dick Jackson writes:
>
>> Mesh_Obj, 1, verts, conn, FltArr(n, 2), P1=x ; Provide X values, receive verts and conn
>> verts[1, n:n+n-1] = y ; Set the desired Y values for the plot shape
>
> Wow! That is an *extraordinary* parsing of the MESH_OBJ documentation.
> On par with the best legal minds in the world. I'm impressed. I've read
> it over 10 times just this morning, and I'm *still* convinced it says do
> this:
>
> Mesh_Obj, 1, verts, conn, FltArr(n, 2), P1=x, P2=y
>
> Which, of course, doesn't work at all.
>
> Just out of curiosity, how long did you puzzle over this before the
> scales fell from your eyes? :-)
>
> Cheers,
> David

Why, thanks for asking... I've used Mesh_Obj a number of times, so I've trod this path before. Last time I used it was to make a little animated GIF of a 3-D rendering of my business logo for my home page (www.d-jackson.com). In case anyone's curious, I just added a link to the source code for djsclogo.pro, here using types 4, 5 and 6 to make spheres, cylinders and tori. Fun stuff! (I used the XObjView routines to arrange the snapshots for the animation frames, but that part could equally be done using Coyote or Function graphics)

Cheers,d
-Dick

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