Subject: Re: IDLgrPolygon unexpected result
Posted by natha on Wed, 27 Feb 2013 19:43:00 GMT
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So, any ideas David ?

I am not sure to understand what are you saying... right hand - left hand rules.. if you see the values of the X vertices, they are increasing, from 0 to 1.
That should be ok from my point of view. I tried to use a smaller set of vertices and it works. I am missing something here...

Bernat

On Wednesday, February 27, 2013 2:34:23 PM UTC-5, Coyote wrote:
> On Wednesday, February 27, 2013 11:41:58 AM UTC-7, nata wrote:
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>> Hi guys,
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>> I am trying to create a polygon using the following set of points. I want my IDLgrPolygon to look like the plot so I add some vertices to close the shape.
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>> I don't understand what is going on here. I cannot get the polygon correctly. What am I missing?
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> I'm no expert in this area, but it looks to me like you have created your polygon using the left-hand rule, rather than the expected right-hand rule. Thus, you are looking at the back of your polygon, rather than the front. It is pretty important with polygons that you get the normal facing the viewer.
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> Cheers,
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> David