Subject: Re: Bug in mapped polygon objects?
Posted by penteado on Mon, 21 Sep 2015 21:37:34 GMT

Thanks, Chris! That fix does look better than what I wrote. When the next IDl release is out with that fix, I will add a test in my code, so that my fix only gets compiled if the IDL version is 8.5 or lower.

On Wednesday, September 16, 2015 at 9:15:09 AM UTC-7, Chris Torrence wrote:
> Thanks Paulo,
> I just incorporated a slightly-different version of your fix into the IDL code.
> Cheers,
> Chris
> p.s. here's my code block:
>
>   if (nsubvert lt nsubcolor) then begin
>   ; If we have fewer vertices, just keep the first nsubvert colors.
>   color1 = color1[*,0:nsubvert-1]
>   endif else if (nsubvert gt nsubcolor) then begin
>   ; If we have more vertices, just repeat the colors.
>   index = LINDGEN(nsubvert) mod nsubcolor
>   color1 = color1[*,index]
>   endif