
Subject: Re: Strange behaviour of IDLgrPolygon

Posted by [Jim Pendleton](#) on Wed, 04 Nov 2015 00:27:23 GMT

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On Tuesday, November 3, 2015 at 2:16:19 PM UTC-7, nata wrote:

```
> Hi guys,
>
>
> Why in the following example the polygon only appears while we are clicking a mouse?
>
> ;; -----
> model = obj_new('IDLgrModel')
>
> f = filepath('people.jpg', subdir=['examples', 'data'])
> ali = read_image(f)
> texture = obj_new('IDLgrImage', ali)
>
> tcoords = [[0.0, 1.0], [0.0, 0.0], [1.0, 0.0], [1.0, 1.0]]
> polygon = obj_new('IDLgrPolygon', tcoords, polygons=[4, 0, 1, 2, 3], $
>   color=[255, 255, 255], $
>   texture_map=texture, texture_interp=1, $
>   texture_coord=tcoords)
>
> model->add, polygon
>
> xobjview, model
> ;; -----
>
> I don't see the logic...
> Thank you in advance for you help,
>
> nata
```

IDL 8.5 on Window 7-64 properly displays this properly, using hardware rendering.

If you switch to software rendering and the image then displays correctly, the implication is that you may need an updated driver for your graphics card.

Jim P.
