
Subject: Another Long Day Compliments of Object Graphics

Posted by [davidf](#) on Wed, 16 Aug 2000 07:00:00 GMT

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Hi Folks,

Just to give you another example of how a five minute task can turn into most of the afternoon. (I was thinking about Pavel, just now.)

Someone reported a small bug with my vertical color bar object. Since I had the thing open I decided to fool around with a couple of enhancements I wanted to make to it so it could easily be called by the XObjView object graphics viewer. (A **very** handy little gadget that is easily overlooked, I think.)

Basically, I wanted to put the color bar image into a polygon, since you can rotate polygons in 3D space, but you can't rotate images. (There is no practical purpose in rotating a color bar in 3D space that I know of, but I always find I learn as much about IDL by doing these silly little things as I learn by doing something I'm likely to get paid for.)

So, it's a simple matter of making the image a texture map of the polygon. Simple. I got lost a couple of times in the whole scaling thing, and had the image taking up the whole window, then taking up a single pixel in the window, etc. The usual object graphics rigamarole. But I soon got everything sorted out and scaled correctly.

Only the polygon was black. Not shades of gray, like a color bar, but black. Humm.

I'll make a story that was much too long short by quoting from the IDL IDLgrPolygon documentation:

The default color is [0, 0, 0] (white).

Uh, actually the default color is [0,0,0] (**BLACK**).

That fixed it! When I really made the polygon white the colors showed through.

I wouldn't go to the trouble of pointing this out to you if it wasn't the fourth or fifth time I've been bit by the same snake. I have a new rule of thumb I

have written down and taped to the top of my
computer: *Always* assign colors to objects yourself.
Never rely on colors to be what you "think" they are!

Cheers,

David

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