
Subject: Re: iTool interaction with IDLgrModel / IDLgrPolygon member properties?
Posted by [David Fanning](#) on Fri, 05 Dec 2003 22:26:54 GMT

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Sean Dettrick writes:

- > i've got a bunch of 3D IDLgrPolygon objects stuck into an IDLgrModel.
- > I have been visualizing them to date with xobjview. I find that I can
- > import the model into, for example, iPlot via the pull-down menu.
- >
- > My question is, what do I have to do to make it so that I can edit the
- > properties of the polygon objects (colors, alpha, hide/show, shading
- > etc) from within the iTool? Do I have to write my own iTool app, or
- > can I just provide extra info on my polygon objects for an iTool to
- > access?
- >
- > I would appreciate any advice.

I haven't tried this, but it would be neat if it worked.
Have you tried just setting the REGISTER_PROPERTIES keyword when you create your POLYGON objects? That might do it all. Otherwise, I'd have a look at the IDLitComponent object, your polygons are subclassed from this.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: iTool interaction with IDLgrModel / IDLgrPolygon member properties?
Posted by [sdettrick](#) on Mon, 08 Dec 2003 02:21:04 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1a3ab40e2b3dffa4989770@news.frii.com>...

- > Sean Dettrick writes:
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>
> David

Hi, yes, I tried that. I put /REGISTER_PROPERTIES as a keyword into every object in my model that would allow the code to compile (something, maybe IDLgrText but I'm not sure, wouldn't accept it). It didn't solve the problem though I should try it again when I'm feeling a little more patient.

I'll have a look at the IDLitComponent subclassing.

Will post a follow-up if I have any success.

Thanks,
Sean
