
Subject: Tessellator

Posted by [Ed Wright](#) on Fri, 09 Jul 2004 15:31:39 GMT

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A question concerning IDLgrTessellator:

I currently work with models of irregular bodies (asteroids), these models consisting of a set of vertex coordinates and a plate-vertex assignment map. The IDL IDLgrPolygon facility greatly eased data set display and manipulation. While my data currently includes the plate-vertex map, I'd find it convenient to generate this map from the vertex coordinates.

I attempted to create a map using only vertex data passed to the IDLgrTessellator object, but failed. The Tessellate method did produce a map, but the plates tended to pass through the body instead of a more nearest-neighbor configurations.

I suspect I lack a complete understanding of IDLgrTessellator. Can anyone provide some pointers, or is this an inappropriate application of the tessellation function?

As always,
Ed Wright

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