
Subject: idlgrpolygon colors

Posted by [vispect](#) on Tue, 01 Jul 2008 04:01:25 GMT

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I am confused of the vert_colors keyword of idlgrpolygon, I write a test program like this :

PRO mypolygon_test

```
data = [[0,0],[1,0],[1,0.5],[1,1],[0,1],[0,0.5]]
```

```
polygons = [5,0,1,2,5,0,5,2,3,4,5,2]
```

```
color = [0,0,0]
```

```
vert_Colors = [[255,0,0], [0,0,255]]
```

```
mypolygon1 = obj_new('idlgrpolygon', style = 1, /depth_test_disable)
```

```
mypolygon2 = obj_new('idlgrpolygon', style = 2)
```

```
mypolygon1->SetProperty, Data = data, Polygons = polygons, color =  
color
```

```
mypolygon2->SetProperty, Data = data, Polygons = polygons,  
vert_Colors = vert_Colors
```

```
omodel = obj_new('idlgrmodel')
```

```
omodel->add, mypolygon2
```

```
omodel->add, mypolygon1
```

```
XOBJVIEW, omodel
```

```
; obj_destroy, omodel
```

```
END
```

What I want is a red rectangle with a blue rectangle up and down, but the result is the color the mixed color of red and blue. So how can I do this correctly? Thank you for any ideas.

cheers!
