Subject: USERSYM Procedure Vertices
Posted by David B on Thu, 02 Jul 2015 15:36:40 GMT

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So, I know that the first question is likely to be 'why on Earth would you want to do this?!', but I will ask anyway.

Is there anyway to force an increase to the number of vertices that are accepted by USERSYM from 49? A symbol I made (Galaxy) had 51 vertices, and I was most irked when I discovered that the maximum number was 49.

Normally I am not bothered with such things, and ignore them, but I can only guess that this is an archaic function that hasn't been touched in years.

Regards

David

Subject: Re: USERSYM Procedure Vertices
Posted by lecacheux.alain on Thu, 02 Jul 2015 17:06:45 GMT

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Le jeudi 2 juillet 2015 17:36:43 UTC+2, David B a écrit :
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>
> Regards
>
> David

The USERSYM function was already there in IDL V2.0 (maybe before!). At this time every memory byte saving was important.
Please do not be archaic ! You may use IDL Object graphics (e.g. IDLgrSYMBOL), introduced in IDL V5 or 6, or even IDL Graphics function (e.g. SYMBOL keyword) introduced in IDL V8.0.
alx.