
Subject: Strange behaviour of IDLgrPolygon
Posted by [natha](#) on Tue, 03 Nov 2015 21:16:15 GMT
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Hi guys,

Why in the following example the polygon only appears while we are clicking a mouse?

```
;; -----  
model = obj_new('IDLgrModel')  
  
f = filepath('people.jpg', subdir=['examples', 'data'])  
ali = read_image(f)  
texture = obj_new('IDLgrImage', ali)  
  
tcoords = [[0.0, 1.0], [0.0, 0.0], [1.0, 0.0], [1.0, 1.0]]  
polygon = obj_new('IDLgrPolygon', tcoords, polygons=[4, 0, 1, 2, 3], $  
    color=[255, 255, 255], $  
    texture_map=texture, texture_interp=1, $  
    texture_coord=tcoords)  
  
model->add, polygon  
  
xobjview, model  
;; -----
```

I don't see the logic...

Thank you in advance for you help,

nata

Subject: Re: Strange behaviour of IDLgrPolygon
Posted by [Jim Pendleton](#) on Wed, 04 Nov 2015 00:27:23 GMT
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On Tuesday, November 3, 2015 at 2:16:19 PM UTC-7, nata wrote:

```
> Hi guys,  
>  
>  
> Why in the following example the polygon only appears while we are clicking a mouse?  
>  
> ;; -----  
> model = obj_new('IDLgrModel')  
>  
> f = filepath('people.jpg', subdir=['examples', 'data'])  
> ali = read_image(f)
```

```
> texture = obj_new('IDLgrImage', ali)
>
> tcoords = [[0.0, 1.0], [0.0, 0.0], [1.0, 0.0], [1.0, 1.0]]
> polygon = obj_new('IDLgrPolygon', tcoords, polygons=[4, 0, 1, 2, 3], $
>   color=[255, 255, 255], $
>   texture_map=texture, texture_interp=1, $
>   texture_coord=tcoords)
>
> model->add, polygon
>
> xobjview, model
> ;; -----
>
> I don't see the logic...
> Thank you in advance for you help,
>
> nata
```

IDL 8.5 on Window 7-64 properly displays this properly, using hardware rendering.

If you switch to software rendering and the image then displays correctly, the implication is that you may need an updated driver for your graphics card.

Jim P.
