Create Cone VI

Owning Palette: Geometries VIs

Installed With: Full Development System

Sets a 3D object you create with the Create Object VI to a cone by applying a cone geometry to the object.

![Diagram of Color, Height, Radius, Error In, Error Out, New Cone Refnum, Error Out]

- Place on the block diagram
- Find on the Functions palette

**Color** specifies the color of the object in RGBA format. **Color** accepts a cluster of numeric values 0 through 1, where 0 represents the absence of the red, green, or blue color and 1 represents a full saturation of the color. The alpha value indicates the transparency of the red, green, and blue colors.

- **Red** specifies the red value. The default is 1.
- **Green** specifies the green value. The default is 0.
- **Blue** specifies the blue value. The default is 0.
- **Alpha** specifies the level of opacity of the RGB color when the color is applied to the 3D object. **Alpha** must be a value between 0 and 1. The default is 1.

- **Height** specifies the length of the vertical axis of the object.
- **Radius** specifies the radius of the object.

**error in** describes error conditions that occur before this VI or function runs. The default is no error. If an error occurred before this VI or function runs, the VI or function passes the **error in** value to **error out**. This VI or function runs normally only if no error occurred before this VI or function runs. If an error occurs while this VI or function runs, it runs normally and sets its own error status in **error out**. Use the Simple Error Handler or General Error Handler VIs to display the description of the error code. Use exception control to treat what is normally an error as no error or to treat a warning as an error. Use **error in** and **error out** to check
errors and to specify execution order by wiring **error out** from one node to **error in** of the next node.

- **status** is **TRUE** (X) if an error occurred before this VI or function ran or **FALSE** (checkmark) to indicate a warning or that no error occurred before this VI or function ran. The default is **FALSE**.

- **code** is the error or warning code. The default is 0. If **status** is **TRUE**, **code** is a nonzero **error code**. If **status** is **FALSE**, **code** is 0 or a warning code.

- **source** specifies the origin of the error or warning and is, in most cases, the name of the VI or function that produced the error or warning. The default is an empty string.

**Detail** specifies the number of vertices to use in drawing the object. A higher detail value produces a better approximation of the geometry. The default is 1.

- **New Cone Refnum** is the reference to the created geometry.

- **error out** contains error information. If **error in** indicates that an error occurred before this VI or function ran, **error out** contains the same error information. Otherwise, it describes the error status that this VI or function produces. Right-click the **error out** front panel indicator and select **Explain Error** from the shortcut menu for more information about the error.

- **status** is **TRUE** (X) if an error occurred or **FALSE** (checkmark) to indicate a warning or that no error occurred.

- **code** is the error or warning code. If **status** is **TRUE**, **code** is a nonzero **error code**. If **status** is **FALSE**, **code** is 0 or a warning code.

- **source** describes the origin of the error or warning and is, in most cases, the name of the VI or function that produced the error or warning.