

# Re: DrawIndexedPrimitives doesn't draw all triangles

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  - *Date:* Sat, 18 Nov 2006 11:37:18 -0800
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[Please do not mail me a copy of your followup]

gianluca.colucci@xxxxxxxx spake the secret code  
<1163845883.717780.176460@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> thusly:

By using DrawIndexedPrimitives in order to display two triangles with a common vertex, I get a wrong result (no error, just wrong result): I get just one triangle displayed.

Check that all your vertices are specified in a consistent winding order.

An easy way to check if this is the problem is to turn off face culling. IIRC, set the CullMode property to None.

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"The Direct3D Graphics Pipeline" — DirectX 9 draft available for download  
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