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Subject: Re: IDLgrPolygon borders

Posted by [Rick Towler](#) on Tue, 24 Jun 2003 17:27:08 GMT

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"Mark Hadfield" wrote in message...

> "David Fanning" wrote in message...

>> M. Katz writes:

>>

>>> With IDLgrPolygon objects, is it possible to have different colors  
>>> for the fill and the border line? I'd like to avoid using two  
>>> different objects. I'm drawing black borders around solid-colored  
>>> regions.

>>

>> I think you are going to have to use IDLgrPolygon with IDLgrPolyline  
>> to get what you want, probably with some sort of offset to get the  
>> lines on top of the polygons. (Perhaps the offset won't be  
>> necessary if you can wait for IDL 6.0 to come out. :-)

>

> The DEPTH\_OFFSET keyword, introduced in version 5.5, addresses the  
> "getting lines on top of filled objects" issue. Here is an excerpt  
> from the documentation for IDLgrPolygon::Init:

6.0 doesn't magically eliminate stitching so I wouldn't hold your breath.  
DEPTH\_OFFSET or applying an appropriate transform (scale or translation) to  
your border object are your two options.

If you simply want a border, take David's approach. If you want polygon  
edging, use another polygon object. Use the SHARE\_DATA keyword on your  
edging (border) object so you don't duplicate vertex data (you will still  
need to provide polygon connectivity data though).

-Rick

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