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Subject: Re: An easier way to draw a geodesic?

Posted by [Kenneth P. Bowman](#) on Sun, 04 Apr 2010 22:45:41 GMT

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In article

<f8831fc9-6365-488e-bc28-b01ab05024f9@k13g2000yqe.googlegroups.com>, Aram Panasenco <panasencoaram@gmail.com> wrote:

>> How many points are you using to create each side of the polygon?

>>

>> Ken Bowman

>

> Ah, that's the problem! I used points 2 degrees apart (dpath=2). Now I  
> changed dpath to 10, and it renders perfectly. I think I tried that  
> approach briefly before and didn't like it because it made my  
> polygon's corners sloppy, but I can easily insert the corner points  
> manually.

>

> Thank you very much!

>

> ~Aram Panasenco

I do like problems that are easy to solve. :-)

Ken

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