
Subject: Texture filled polygons in the new Graphics environment

Posted by [Stian Solbø](#) on Fri, 27 Aug 2010 16:39:46 GMT

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Does anyone in here know if there is a way to let new POLYGON function (or similar) in IDL8 produce polygons overlays filled with texture patterns. Or more precisely, filled with warped images like the old POLYFILL procedure.

I have started to transfer my GUI routines from direct graphics to the new Graphics system, and suddenly my whole application lost that authentic 1994 look and feel. And I guess, by the time I finish, the user friendliness should have increased by an order of magnitude. :)

Please tell me that I do not have to teach my self the "old" object graphics stuff, and write everything from scratch.

Best Regards,
Stian Solbø
