Subject: Re: Texture filled polygons in the new Graphics environment
Posted by Stian Solbø on Wed, 01 Sep 2010 11:59:27 GMT
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The solution to this problem is found, thanks to Jim Pendelton and his insight into object graphics and UNDOCUMENTED features of the new graphics system.
The following example will produce a texture filled polygon:

```
p = plot([0, 1], [0, 1])
poly = polygon([0.1, 0.9, 0.8, 0], [0.2, 0.1, 0.9, 0.7], color = [255,
255, 255], style =2, /data)
poly.texture_coord =[[0,0],[1,0],[1,1],[0,1],[0,0]]
poly.texture_map = IDLgrImage(bytscl(dist(256)))
```

I hope this information can be helpful to others.

Best Regards,
Stian Solbø

On Aug 27, 6:39 pm, Stian Solbø <stian.so...@norut.no> wrote:
> 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 friendlyness 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