
Subject: New Coyote Graphics Program: cgPolygon
Posted by [David Fanning](#) on Mon, 26 Mar 2012 16:28:27 GMT
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Folks,

Wayne Landsman had a bit of example code on here yesterday that didn't work as advertised because the FILL keyword had not been defined for TVEllipse. He has corrected that this morning in the latest version of TVEllipse, but it got me thinking about polygons.

Normally, if you just want to draw a polygon, you use PlotS. If you want to draw a filled polygon, you use PolyFill. This can make for some overly-complicated code.

So, I decided this morning to write a very short program, named cgPolygon, that can be used to draw either a filled or unfilled polygon, depending upon whether the FILL keyword is set. This should make it much easier to work with polygons in the future. You can find the new program here:

<http://www.idlcoyote.com/programs/cgpolygon.pro>

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
