
Subject: Re: Shaded circles request.

Posted by [Kevin Ivory](#) on Tue, 28 Jan 1997 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning gave good tips for the original post from David Kennedy and supplied source code to return circle coordinates.

The code uses a for loop to calculate the coordinates. It is generally better to use IDL's implicit array handling.

An IDL function using my preferred method would look like:

```
function circle, xcenter, ycenter, radius
  a = (2*!pi/99.)*findgen(100)
  x = xcenter + radius * cos(a)
  y = ycenter + radius * sin(a)
  return, transpose([x], [y])
end
```

Best regards

Kevin

--

Kevin Ivory Tel: +49 5556 979 434
Max-Planck-Institut fuer Aeronomie Fax: +49 5556 979 240
Postfach 20 mailto:kivory2@gwdg.de
D-37189 Katlenburg-Lindau, GERMANY http://www.gwdg.de/~kivory2/
