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Subject: Re: ring in fg graphics

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Thu, 19 Mar 2015 21:55:47 GMT

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On Thursday, March 19, 2015 at 3:01:38 PM UTC-6, Helder wrote:

> Hi Chris,

> thanks.

> I'm sorry, but I did not express myself properly. And I shouldn't post at midnight. Too tired and I could not think straight.

> As far as I'm concerned, the topic is "closed".

> For your information, what I was trying to achieve was getting rid of the line that connects inner and outer circle when not filling the background.

> [

> this is visible in as a vertical connection and can be seen by substituting your last code line with

> p = POLYGON(x, y, fill\_background=0 , /NORMAL)

> ]

> I think that the only way around this is to use an object that draws two polygons. I've not tested this, but I think that's the way to go.

>

Ah, I see. Yes, I agree - you'll probably just have to draw two polygons.

Cheers,

Chris

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