Subject: Re: IDLgrPolygon borders

Posted by David Fanning on Mon, 23 Jun 2003 23:04:38 GMT

View Forum Message <> Reply to Message

M. Katz writes:

- > With IDLgrPolygon objects, is it possible to have different colors for
- > the fill and the border line? I'd like to avoid using two different
- > objects. I'm drawing black borders around solid-colored regions.

I think you are going to have to use IDLgrPolygon with IDLgrPolyline to get what you want, probably with some sort of offset to get the lines on top of the polygons. (Perhaps the offset won't be necessary if you can wait for IDL 6.0 to come out. :-)

Cheers.

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: IDLgrPolygon borders
Posted by Mark Hadfield on Tue, 24 Jun 2003 00:32:13 GMT
View Forum Message <> Reply to Message

"David Fanning" <david@dfanning.com> wrote in message news:MPG.1961356e135a99cd98968c@news.frii.com...

- > M. Katz writes:
- >
- >> With IDLgrPolygon objects, is it possible to have different colors
- >> for the fill and the border line? I'd like to avoid using two
- >> different objects. I'm drawing black borders around solid-colored
- >> regions.
- _
- > I think you are going to have to use IDLgrPolygon with IDLgrPolyline
- > to get what you want, probably with some sort of offset to get the
- > lines on top of the polygons. (Perhaps the offset won't be
- > necessary if you can wait for IDL 6.0 to come out. :-)

The DEPTH_OFFSET keyword, introduced in version 5.5, addresses the "getting lines on top of filled objects" issue. Here is an excerpt

from the documentation for IDLgrPolygon::Init:

DEPTH_OFFSET (Get, Set)

Set this keyword to an integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

There is a usage example in "What's New in IDL 5.5" (see section on "New Support for Resolving Stitching Artifacts in Object Graphics", beginning on p 16.)

--

Mark Hadfield "Ka puwaha te tai nei, Hoea tatou" m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: IDLgrPolygon borders

Posted by alt on Tue, 24 Jun 2003 07:39:01 GMT

View Forum Message <> Reply to Message

David Fanning <david@dfanning.com> wrote in message news:

- > (Perhaps the offset won't be necessary if you can
- > wait for IDL 6.0 to come out. :-)

I wonder if some some information on "What's new in IDL 6.0" is available?

Thanks, Altyntsev Dmitriy

Subject: Re: IDLgrPolygon borders

Posted by David Fanning on Tue, 24 Jun 2003 14:13:55 GMT

View Forum Message <> Reply to Message

Altyntsev Dmitriy writes:

> I wonder if some some information on "What's new in IDL 6.0" is available?

No. But very soon now. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: IDLgrPolygon borders
Posted by Rick Towler on Tue, 24 Jun 2003 17:27:08 GMT
View Forum Message <> Reply to Message

"Mark Hadfield" wrote in message...

- > "David Fanning" wrote in message...
- >> M. Katz writes:

>>

- >>> With IDLgrPolygon objects, is it possible to have different colors
- >>> for the fill and the border line? I'd like to avoid using two
- >>> different objects. I'm drawing black borders around solid-colored
- >>> regions.

>>

- >> I think you are going to have to use IDLgrPolygon with IDLgrPolyline
- >> to get what you want, probably with some sort of offset to get the
- >> lines on top of the polygons. (Perhaps the offset won't be
- >> necessary if you can wait for IDL 6.0 to come out. :-)

>

- > The DEPTH_OFFSET keyword, introduced in version 5.5, addresses the
- > "getting lines on top of filled objects" issue. Here is an excerpt
- > from the documentation for IDLgrPolygon::Init:

6.0 doesn't magically eliminate stitching so I wouldn't hold your breath. DEPTH_OFFSET or applying an appropriate transform (scale or translation) to your border object are your two options.

If you simply want a border, take David's approach. If you want polygon edging, use another polygon object. Use the SHARE_DATA keyword on your edging (border) object so you don't duplicate vertex data (you will still need to provide polygon connectivity data though).

Page 4 of 4 ---- Generated from comp.lang.idl-pvwave archive