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Subject: Re: IDLgrPolygon borders

Posted by [David Fanning](#) on Mon, 23 Jun 2003 23:04:38 GMT

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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](mailto:david@dfanning.com)

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

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

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Subject: Re: IDLgrPolygon borders

Posted by [Mark Hadfield](#) on Tue, 24 Jun 2003 00:32:13 GMT

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"David Fanning" <[david@dfanning.com](mailto:david@dfanning.com)> wrote in message  
news:MPG.1961356e135a99cd98968c@news.frii.com...

> M. Katz writes:

>

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>> for the fill and the border line? I'd like to avoid using two  
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> 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, Hoesa tatou"  
m.hadfield@niwa.co.nz  
National Institute for Water and Atmospheric Research (NIWA)

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Subject: Re: IDLgrPolygon borders  
Posted by [alt](#) on Tue, 24 Jun 2003 07:39:01 GMT  
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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

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Subject: Re: IDLgrPolygon borders  
Posted by [David Fanning](#) on Tue, 24 Jun 2003 14:13:55 GMT  
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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.

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Subject: Re: IDLgrPolygon borders

Posted by [Rick Towler](#) on Tue, 24 Jun 2003 17:27:08 GMT

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"Mark Hadfield" wrote in message...

> "David Fanning" wrote in message...

>> M. Katz writes:

>>

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>> 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).

-Rick

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