## Subject: ring in fg graphics
Posted by Helder Marchetto on Wed, 18 Mar 2015 23:02:11 GMT

Hi,
is there a way to make a ring in function graphics in a single call?
I've tried using polygon with the connectivity keyword without luck. I don't see a way to do this using ellipse.
Is this impossible or am I just having a hard time getting the solution?

Thanks,
Helder

## Subject: Re: ring in fg graphics
Posted by chris_torrence@NOSPAM on Thu, 19 Mar 2015 17:29:02 GMT

On Wednesday, March 18, 2015 at 5:02:15 PM UTC-6, Helder wrote:
> Hi,
> is there a way to make a ring in function graphics in a single call?
> I've tried using polygon with the connectivity keyword without luck. I don't see a way to do this using ellipse.
> Is this impossible or am I just having a hard time getting the solution?
>
> Thanks,
> Helder

I think we talked about this a couple of weeks ago.

```
a = findgen(101)/100*2*!PI
x = 0.5 + [0.3*SIN(a), 0.2*SIN(a)]
y = 0.5 + [0.3*COS(a), 0.2*COS(a)]
w = WINDOW()
p = POLYGON(x, y, FILL_COLOR='red', /NORMAL, LINESTYLE='none')
```

## Subject: Re: ring in fg graphics
Posted by Helder Marchetto on Thu, 19 Mar 2015 21:01:36 GMT

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.

Thanks, Helder


On Thursday, March 19, 2015 at 6:29:03 PM UTC+1, Chris Torrence wrote:
> On Wednesday, March 18, 2015 at 5:02:15 PM UTC-6, Helder wrote:
>> Hi,
>> is there a way to make a ring in function graphics in a single call?
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> w = WINDOW()
> p = POLYGON(x, y, FILL_COLOR='red', /NORMAL, LINESTYLE='none')

## Subject: Re: ring in fg graphics
Posted by 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