

---

Subject: Clipping IDLgrPolyLine objects?

Posted by [dEdmundson](#) on Thu, 17 Dec 1998 08:00:00 GMT

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

---

I've created my own Plot2D object that contains axes and any number of line plots. The user sets the axes range via a keyword parameter. Plots are then added via an object method, e.g.

```
p = Obj_New('Plot2D', xrange=[0.0,50.0], yrange=[-0.5,0.5])
x=findgen(100)
p->addplot,x,sin(x)
```

The problem is that the polyline object is not clipped to the box defined by the Plot2D range. If x spans a larger range (as it does above), the line crosses the boundary. While I can deal with clipping at the x endpoints easily enough, I can't think of a simple way to clip pieces of the polyline that go over the top or bottom. Is there a simple method of clipping polylines?

Cheers,  
Darran.

-----== Posted via Deja News, The Discussion Network ==-----

<http://www.dejanews.com/> Search, Read, Discuss, or Start Your Own

---

---

Subject: Re: Clipping IDLgrPolyLine objects?

Posted by [Struan Gray](#) on Fri, 18 Dec 1998 08:00:00 GMT

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

---

dEdmundson@Bigfoot.com wrote in message

> ...Is there a simple method of clipping polylines?

Put them in their own IDLgrView object, and set that view's location, dimension and viewplane rectangle properties so that it matches the plotting area in both device and real-world coordinates. Then put the axes, annotations, etc in a second, larger view object which encloses and overlays the first. Put both views into an IDLgrScene in the order given above so that annotations overlay the plot and not vice versa, and set the second view to be transparent so that it doesn't erase the first.

Struan

---

---

Subject: Re: Clipping IDLgrPolyLine objects?

Posted by [Mark Hadfield](#) on Fri, 18 Dec 1998 08:00:00 GMT

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

---

dEdmundson@Bigfoot.com wrote in message <75agu3\$74b\$1@nnrp1.dejanews.com>...

> ...Is there

> a simple method of clipping polylines?

Draw something in front of it!

I have found the simplest way of controlling clipping/overlap in Object Graphics is to use vertical separation. The smallest vertical separation recognised by IDL for this purpose is equal to the distance between the view's front and rear clipping planes divided by  $2^{16}$ .

Eg see the Mask method in

[http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mghgrg\\_raph\\_\\_define.pro](http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/mghgrg_raph__define.pro)

--

Mark Hadfield, [m.hadfield@niwa.cri.nz](mailto:m.hadfield@niwa.cri.nz) <http://www.niwa.cri.nz/~hadfield/>  
National Institute for Water and Atmospheric Research  
PO Box 14-901, Wellington, New Zealand

---