
Subject: Re: Paint dashed polyline

Posted by [dolik.rce](#) on Sun, 04 Dec 2011 10:40:41 GMT

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koldo wrote on Sun, 04 December 2011 00:39Hello all

I wanted to paint a dashed polyline, but code like this does not work properly.

How could you do it?

```
void DrawPolyline(Painter& w, const Vector<Point> &p)
{
    for (int i = 1; i < p.GetCount(); ++i)
        w.Move(p[i-1]).Line(p[i]).Stroke(2, Black()).Dash("5 2");
}
```

Hi Koldo!

I think you should call Dash() before Stroke(). Also you don't have to call it after each segment - it will make nicer dashing at the vertices.

So I would write the code like this:

```
void DrawPolyline(Painter& w, const Vector<Point> &p)
{
    if(!p.GetCount()) return;
    w.Move(p[0]);
    for (int i = 1; i < p.GetCount(); ++i)
        w.Line(p[i]);
    w.Dash("5 2").Stroke(2, Black());
}
```

Best regards,
Honza
