
Subject: Paint dashed polyline

Posted by [koldo](#) on Sat, 03 Dec 2011 23:39:30 GMT

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Hello 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");
}
```

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]).Dash("5 2").Stroke(2, Black());
}
```

Best regards,
Honza

Subject: Re: Paint dashed polyline
Posted by [koldo](#) on Sun, 04 Dec 2011 12:15:57 GMT
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Thank you Honza

You are right. The trick is that Stroke() has to be the last command. If not strange results are got.

Subject: Re: Paint dashed polyline
Posted by [dolik.rce](#) on Sun, 04 Dec 2011 13:08:54 GMT
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It kind of makes sense. In real life, you also have to first decide what kind of line will you draw and which pencil to use and drawing comes last

Honza

Subject: Re: Paint dashed polyline
Posted by [koldo](#) on Sun, 04 Dec 2011 16:29:34 GMT
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dolik.rce wrote on Sun, 04 December 2011 14:08It kind of makes sense. In real life, you also have to first decide what kind of line will you draw and which pencil to use and drawing comes last

HonzaHello Honza

In real life first I take the pencil and after that I do paint.
