

# Table of Contents

Viewer Recipes ..... 1

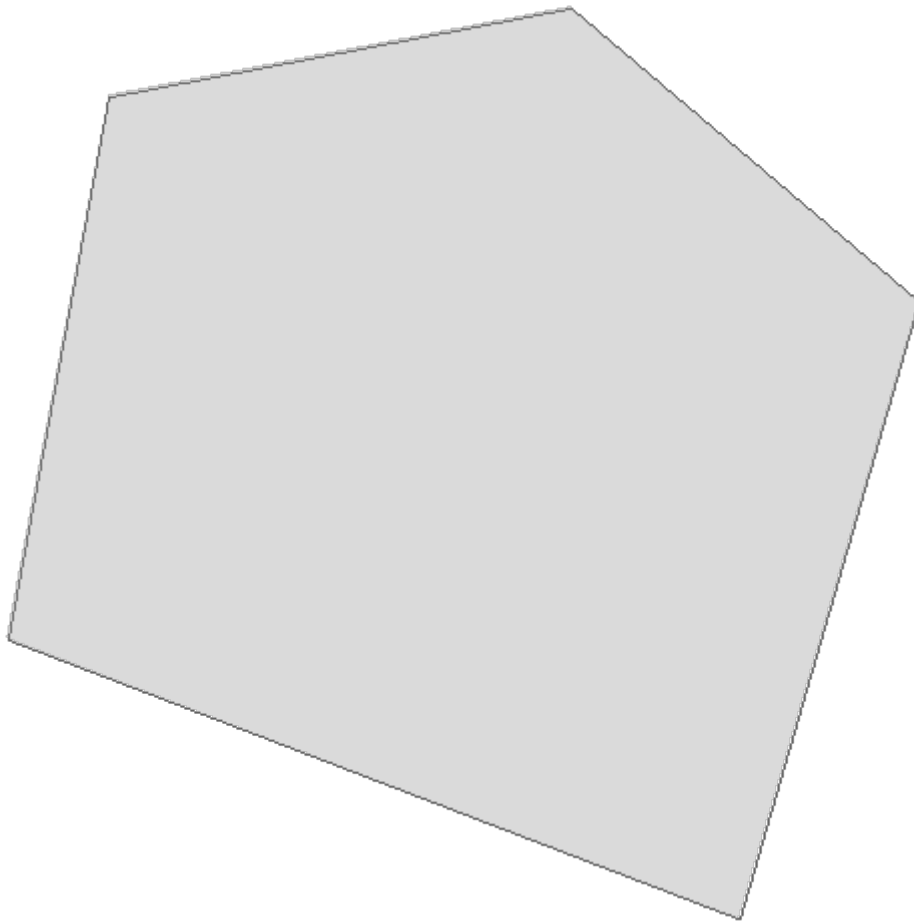
    Drawing geometries ..... 1

# Viewer Recipes

## Drawing geometries

*Draw a geometry to an image*

```
Polygon polygon = new Polygon([[  
    [-101.35986328125, 47.754097979680026],  
    [-101.5576171875, 46.93526088057719],  
    [-100.12939453125, 46.51351558059737],  
    [-99.77783203125, 47.44294999517949],  
    [-100.45898437499999, 47.88688085106901],  
    [-101.35986328125, 47.754097979680026]  
]])  
BufferedImage image = Viewer.drawToImage(polygon)
```



*Draw a geometry to an image with options*

```
Polygon polygon = new Polygon([[
    [-101.35986328125, 47.754097979680026],
    [-101.5576171875, 46.93526088057719],
    [-100.12939453125, 46.51351558059737],
    [-99.77783203125, 47.44294999517949],
    [-100.45898437499999, 47.88688085106901],
    [-101.35986328125, 47.754097979680026]
]])
BufferedImage image = Viewer.drawImage(
    polygon,
    size: [200,200],
    drawCoords: true,
    fillCoords: true,
    fillPolys: true
)
```

