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Subject: Filling an outline

Posted by [Jason Jonikas](#) on Thu, 16 Sep 1999 07:00:00 GMT

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I've been using polyfillv to fill a polygon specified by arrays created from event.x and event.y and then subtract the polygon outline. There does not seem to be any keyword that will just return the polygon. The algorithm i've been using to fill in the missing points in the outline does not interpolate between points like polyfillv does. I am unable to find the code for polyfillv so that i can use the same interpolation scheme. Any help on this would be great. If any one has it i would also like to see the code for polyfillv.

Thanks,

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