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Subject: Re: Polygon filling oddities

Posted by [David Fanning](#) on Fri, 05 Oct 2001 01:14:17 GMT

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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

```
>> I can reproduce your results. But I can also
>> get the PolyFillV code to work by making this
>> change:
>>
>>   p = polyfillv(0 > x < (!D.X_Size-1), 0 > y < (!D.Y_Size-1), 500, 500)
>
> Two comments/questions:
>
> 1. Do you think you need !D.X_Size and !D.Y_Size in there? What has the
> current graphics device got to do with it? (Not arguing just curious.)
```

Oh, I was trying to be general. But 10 milliseconds after I hit the Send button I realized there wasn't much point with those damn 500s in there. :-)

In this case "499" would have worked just as well, and would maybe have been clearer too.

```
> 2. Clipping x and y before calculating the filled polygon generally won't
> give the same answer as clipping the polygon, at least not when the vertex
> spacing is large. Eg think of replacing the circle in my example with a
> triangle.
```

Humm. I guess you're right. You might have to do some interpolation in this case. Although, in practice I've never worked with objects where this mattered much.

Cheers,

David

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