Subject: Polyfill: algorithm to subdivide polygons bigger than PS Path_Points limit?
Posted by art.croucher on Thu, 02 Jan 1997 08:00:00 GMT

I'm trying to write software to do color fills of land masses, and I
keep running into problems with the Postscript Path_points limit on the
number of vertices.

Since my coastlines can have more vertices than I can expect any
Postscript printer to support (my 32MB Tektronix supports about 8K and
the biggest GSHHS coastline polygon has 1,400,000 vertices), does anyone
have an algorithm to decompose one huge irregular polygon into a number
of smaller contigous ones?

Thanks,

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PS: I know 1,400,000 vertices is overkill! But 8K isn't enough, and
most printers won't even support that.