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Subject: Re: Passing an array of color values into polyfill  
Posted by on Fri, 19 Feb 2016 13:03:50 GMT  
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Doesn't look like polyfill uses an array of COLORS to deal with multiple polygons, but with the multiple corners of the single polygon.

"Gouraud shading of polygons is performed with the Z-buffer graphics output device and POLYFILL procedure when COLOR contains an array of color specifications, one for each vertex."

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