
Subject: Re: Filling an outline

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

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Jason Jonikas (jjonikas@bos.fti-net.com) writes:

- > 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.

Uh, I think I'm missing something here. Didn't you just pass
the polygon to POLYFILLV?

- > The algorithm i've been using to fill in the missing points in the outline
- > does not interpolate between points like polyfillv does.

I'm not sure I understand this. POLYFILLV lights up a pixel if
it is inside the polygon. Do you mean your algorithm
doesn't reliably determine "inside" the polygon from "outside"?
If so, here is an article that might help:

http://www.dfanning.com/tips/point_in_polygon.html

- > If any one has it i would also like to see the code for polyfillv.

I don't think that is likely to happen. Sorry. :-(

Cheers,

David

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