Subject: Passing an array of color values into polyfill
Posted by emgrono on Thu, 18 Feb 2016 01:13:15 GMT

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Hello! Is it possible to pass an array of color values into polyfill? The documentation on the color keyword says it can accept a vector, but I haven't been able to figure what this vector should look like yet. I'm trying to eliminate a loop where I draw each polygon individually. Polyfill has the ability to draw multiple shapes in one call, but if I can't give each a unique color it isn't terribly useful for me.

Thanks!

Subject: Re: Passing an array of color values into polyfill
Posted by emgrono on Thu, 18 Feb 2016 23:14:29 GMT

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Yesterday I made some example arrays containing corner locations for two shapes (i.e. x,y with dimension 5,2) and drawing them both in one call worked. However, today I tried to draw more than two shapes at the same time and it drew weird connecting polygons between them. So beyond two shapes it does not seem to be able to draw more than one at a time, which doesn't help me at all.

Subject: Re: Passing an array of color values into polyfill
Posted by Lajos Foldy on Fri, 19 Feb 2016 10:37:36 GMT

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"The POLYFILL procedure fills the interior of a region of the display enclosed by an arbitrary two or three-dimensional polygon."

That means a single polygon for me.

regards,
Lajos

On Friday, February 19, 2016 at 12:14:31 AM UTC+1, emg...@gmail.com wrote:

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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

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."