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 View Forum Message <> Reply to Message

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.