PLOTOBJECTS2

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Uses: PLOT and PLOTOBJECTS

PLOTOBJECTS2 defines an additional plot object for use with PLOT.

NEW PLOTOBJECT

FILLEDPOLYGON - a polygon with optional shading in its interior.

FUNCTIONS

The following functions provide an add facility for the new object. They are similar to the corresponding functions for the standard plot objects, e.g. PLOTPOINT, etc. The allowed forms of the arguments *texture*, *style*, *menu* and *nodrawflg* are the same as for the standard functions.

(PLOTFILLEDPOLYGON *plot positions label style texture menu nodrawflg*)   [Function]

The points in *positions* define a closed polygon. The polygon is filled with *texture*, and the other arguments are the same as for PLOTPOLYGON. If the linewidth specified by *style* is 0, the polygon perimeter will not be drawn.

Returns a FILLEDPOLYGON PLOTOBJECT.

All plot objects may be created independently of the previous functions. This is useful if it is desired to create a plot object without entering it on a PLOT's display list. The following creates and returns the new plot object.

(CREATEFILLEDPOLYGON *positions label style texture menu*)   [Function]

Returns aa FILLEDPOLYGON PLOTOBJECT.

The actual drawing is done with

(CLILPPED.FILLPOLYGON *clippingregion points texture stream operation windnumber draw? width drawoperation color dashing*)   [Function]

which effectively does both of (FILLPOLYGON *points texture stream operation windnumber*) and (if *draw?* is non-NIL)a series of (DRAWLINE *x1 y1 x2 y2 width drawoperation stream color dashing*) for each edge of the polygon except they are clipped against *clippingregion* in stream coordinates.