5. Properties of polygon objects

The only remarkable property of a polygon object is its vertex set. The following function returns the vertex list of a polygon object:

```
Evas_List evas_get_points(Evas canvas, Evas_Object object);
```

This function returns a linked list whose elements hold pointers to Evas_Point structures:

```
typedef struct _Evas_Point *Evas_Point;

struct _Evas_Point
{
  double x, y;
};
```

Where x and y are two doubles representing the coordinates of one of the polygon's vertices. If the object is not a polygon, or if its vertices have not yet been defined, the function returns NULL.

6. Image object properties

Images have several interesting properties: for example, the following function returns whether an image is completely opaque or not:

```
int evas_get_image_alpha(Evas canvas, Evas_Object object);
```

This function returns 0 if the object is not an image, or if it is completely opaque. It returns 1 if the object is an image with transparency.

The size of the image (in pixels) can be different from that of the object that displays it, since the image can have been scaled to fit the object. The following function returns the size of the image itself, as opposed to that of the parent Evas object which displays it:

```
void evas_get_image_size(Evas canvas, Evas_Object object,
                         int *width, int *height);
```

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