Polygon   structure

#include <Quickdraw.h>

typedef struct **Polygon** {	Size	Offset	Description
short polySize;	2	0	Size, in bytes, of entire structure
Rect polyBBox;	8	2	Size and position of enclosing rectangle
Point polyPoints[1];	4*n	10	0 or more vertices
} **Polygon**;	10+4*n		(variable-length structure)

typedef Polygon ***PolyPtr**;
typedef Polygon ****PolyHandle**;

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Notes: The Polygon structure or a PolyHandle is used in:

ErasePoly   **FramePoly**   **KillPoly**   **OffsetPoly**

FillPoly   **InvertPoly**   **MapPoly**   **PaintPoly**

Quickdraw functions **OpenPoly** and **ClosePoly** record the vertices of a
Polygon (the polySave handle in the current GrafPort structure is used in
these functions).