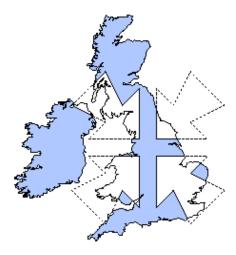
GPC - General Polygon Clipper library



The University of Manchester GPC library (wikipedia: GPC) is a flexible and highly robust polygon set operations library for use with C, C#, Delphi, Java, Perl, Python, Haskell, Lua, VB.Net (and other) applications.

Designer and implementor: Alan Murta | Licencing Manager: Toby Howard

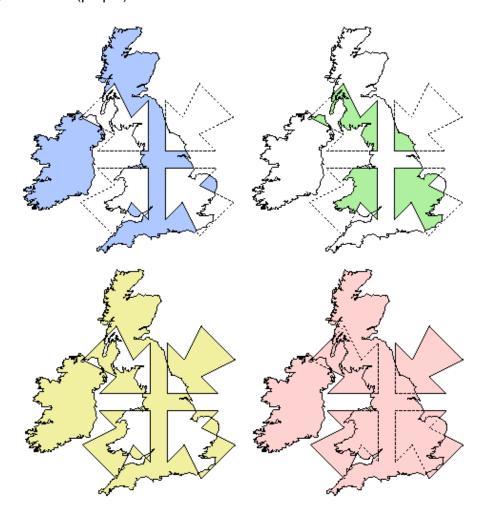
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GPC Features

- Difference, intersection, exclusive-or and union clip operations are supported.
- Polygons may be comprised of multiple disjoint contours.
- Contour vertices may be given in any order clockwise or anticlockwise.
- Contours may be convex, concave or self-intersecting.
- Contours may be nested (i.e. polygons may have holes).
- Output may take the form of either polygon contours or tristrips.
- Hole and external contours are differentiated in the result.
- Coincident edges and degenerate regions are handled correctly.

GPC in action

The following examples show the results of GPC operations on two sets of polygons (Set 1: the United Kingdom and Ireland; Set 2: the four inward-pointing arrows). The operations are: **difference** (blue), **intersection** (green), **exclusive-or** (yellow) and **union** (purple).



GPC Licensing

GPC is free for downloading and time-unlimited evaluation by anyone.

Non-commercial use of GPC (for example: private / hobbyist / education)

GPC is free for non-commercial use only.

We invite non-commercial users to make a voluntary donation towards the upkeep of GPC.

Commercial use of GPC (for example: product development / commercial research)

If you wish to use GPC in support of a commercial product, you must obtain an official GPC Commercial Use Licence from The University of Manchester.

Please email for details.

Download GPC

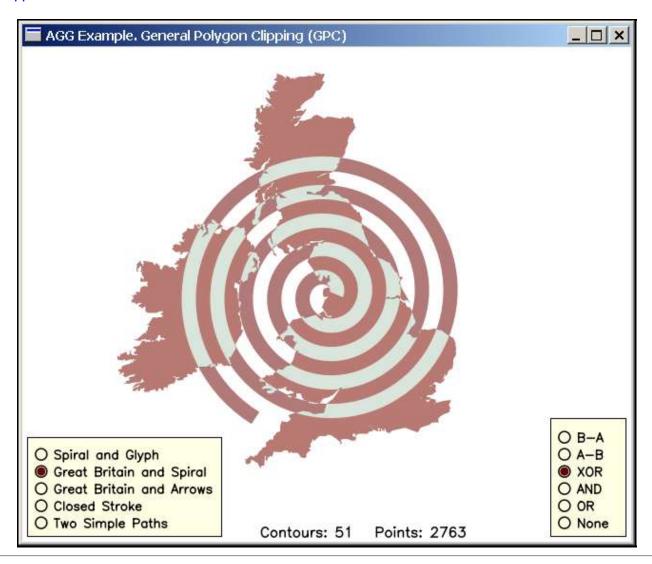
GPC v2.32 - stable release.

GPC v2.33 - experimental release (May 2014).

On-line documentation is here.

GPC demo for Windows

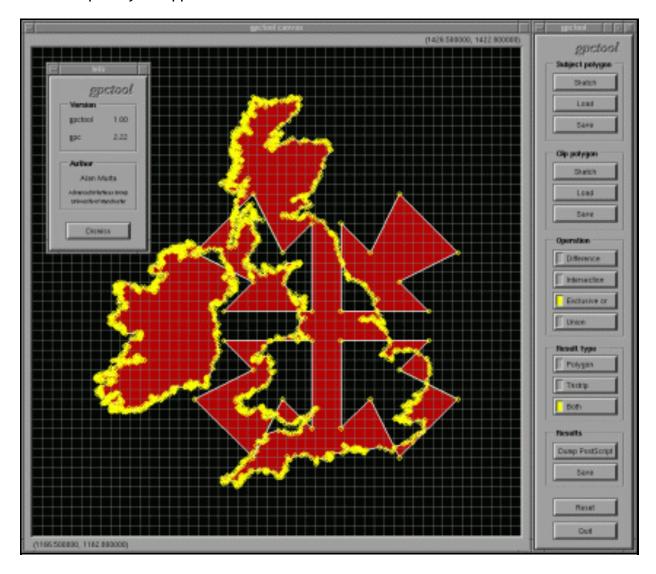
Maxim Shemanarev, developer of the Anti-Grain Geometry high quality rendering engine, has kindly donated this Windows application which shows GPC in action.



GPC demo for Linux

The **gpctool** package allows the interactive graphical evaluation of the GPC library under Unix / X11. Compilation requires the Mesa (or OpenGL) and xforms libraries - no precompiled binaries are available. The gpctool sources are available as either a Unix compressed tarfile (62k) or a PC Zip file (38k). Please note that

this software is completely unsupported.



GPC ports and wrappers

We thank these contributors for their GPC ports and wrappers:

.NET wrapper Christian Buck

ActionScript 3 port Jakub Kaniewski

C# wrapper Stefan Menne / Guido Bonino

Cocoa/NSBezier wrapper Graham Cox

COM wrapper Tom Wolf

Delphi/Pascal port (GPC v2.30) Stefan Schedel

Delphi/Pascal port (GPC v2.32) Richard B. Winston

haXe port Michael Baczynski

FORTRAN wrapper Jeff Krob

Haskell port Marco Túlio Gontijo e Silva

Java port Daniel Bridenbecker

Javascript port Arif Buntaran

Lua binding Luiz Henrique de Figueiredo

Objective-C wrapper John Swensen

OCaml binding Coherent Graphics/John

Whitington

Octave binding Rafael Laboissiere

Perl binding Eric Wilhelm

Python bindings Joerg Raedler

VB.NET wrapper Tadej Basa

Other polygon clipping resources

- Michael Leonov has compiled a comparison of polygon clippers, including GPC.
- The comp.graphics.algorithms FAQ.
- The UIUC Computational Geometry Pages.
- Klaas Holwerda's Boolean, a C++ library.
- David Kennison's Polypack, a FORTRAN library based on the Vatti algorithm.
- Klamer Schutte's Clippoly, a clipper written in C++.
- Michael Leonov's poly_Boolean C++ library, which extends the Schutte algorithm.
- Dave Eberly's page on constructive planar geometry software.
- CGAL, the Computational Geometry Algorithms Library.

GPC is free for non-commercial use only

If you are a **non-commercial user** and you have found GPC to be useful, we invite you to please make a donation and help support the continuation of this project. Thanks!



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