NAME

PEXFillArea2D - 2D Fill Area Primitive

SYNTAX

void PEXFillArea2D(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, int *shape_hint*, int *ignore_edges*, unsigned int *count*, PEXCoord2D **points*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
resource_id	The resource identifier of the renderer or structure.
req_type	The request type for the output command (**PEXOCRender, PEXOCStore, PEXOCRenderSingle** or **PEXOCStoreSingle**).
shape_hint	The shape of the fill area (**PEXShapeComplex, PEXShapeNonConvex, PEXShapeConvex, PEXShapeUnknown**).
ignore_edges	A flag that determines if surface edges are rendered (**True** or **False**).
count	The number of points.
points	An array of points defining the fill area.

RETURNS

None

DESCRIPTION

This function creates a 2D fill area output primitive.

This function is like **PEXFillArea**(3)**,** except that the vertices consist of only x- and y-components. The z-component is assumed to be zero. This primitive is two-dimensional only in that the z-components are implied. Geometry transformations are still carried out in three dimensions.

DATA STRUCTURES

See **PEXlib.h.**

ERRORS

BadPEXOutputCommand
The output command contains an invalid value.

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.

SEE ALSO

PEXSetInteriorStyle(3)
PEXSetInteriorStyleIndex(3)
PEXSetSurfaceColorIndex(3)
PEXSetSurfaceColor(3)
PEXSetReflectionAttributes(3)
PEXSetReflectionModel(3)
PEXSetSurfaceInterpMethod(3)
PEXSetBFInteriorStyle(3)
PEXSetBFInteriorStyleIndex(3)

PEXSetBFSurfaceColorIndex(3)
PEXSetBFSurfaceColor(3)
PEXSetBFReflectionAttributes(3)
PEXSetBFReflectionModel(3)
PEXSetBFSurfaceInterpMethod(3)
PEXSetFacetCullingMode(3)
PEXSetFacetDistinguishFlag(3)
PEXSetPatternSize(3)
PEXSetPatternAttributes(3)
PEXSetPatternAttributes2D(3)
PEXSetInteriorBundleIndex(3)
PEXSetSurfaceEdgeFlag(3)
PEXSetSurfaceEdgeType(3)
PEXSetSurfaceEdgeWidth(3)
PEXSetSurfaceEdgeColor(3)
PEXSetSurfaceEdgeColorIndex(3)
PEXSetEdgeBundleIndex(3)