

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37SHAPES: Shape Library ± Fill Color

ShapeElementTool1.tiff ↗ Fill Color

This portion of the panel allows you to specify whether or not you want the created shape to be filled with a color.

381280_paste.tiff ↗

Checking the button at the upper right fills the shape with the color displayed in the color well at the left.

Clicking on the frame of the color well icon opens the color selection panel (;↗;../OneVision/WorkingIntro/Colors.rtf;;↗), in which you can select a color.

You can choose between the following filling modes:

554169_paste.tiff ↗ Even-Odd

For shapes with simple paths, everything inside the perimeter of the path will be filled. For more difficult paths, especially paths which cross themselves, the *even-odd* rule is used to determine the *“inside”* areas, i.e., the areas that are filled. A ray is drawn from any point of an area into any direction and the path segments the ray crosses are counted. If the counter becomes an odd number, the area is considered to be *“inside”*. If the counter becomes an even number, the area is *“outside”* and will not be filled.

235676_paste.tiff ↗ Non-zero winding number

For shapes with simple paths, this clipping mode yields the same results as the even-odd clipping mode. For more complex paths the *non-zero winding number* rule works as follows for determining which areas are to be filled:

From any point inside the examined area a ray is drawn into any

direction. The path segments the ray is crossing are examined about their direction. If the ray is crossed from left to right the counter is incremented; if it is crossed from right to left, it is decremented. If the final number is zero, the point is ^aoutside^o and the examined area won't be filled; otherwise the area is inside and is filled.

Hint: If outlines or interiors behave unexpectedly, check whether you have correctly set the options for the shape fill and the shape outline (;perimeter.rtfd;;¬).

Next: ;perimeter.rtfd;;¬ Outline Color and Style