

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Art: Path Editor ± Path Fill

852553_VektorTool2.tiff ↗ Path Fill

This control lets you specify the color of the interior of a path. To select a color, click on the frame of the color well icon to bring up the *Colors* panel (;↗;../OneVision/WorkingIntro/Colors.rtf;↗;↗).

584828_paste.tiff ↗

Figure: The portion of the Path Editor controlling the path interior

The selected color can be applied in one of three ways:

paste.tiff ↗ **None**

If you don't activate the *<Fill>* option by checking the button to the right of the color well icon, no color will be applied to the interior of the selected path.

If this option is enabled, the following filling modes are available:

82956_paste.tiff ↗ **Non-zero**

The interior of the path will be filled. For paths that cross themselves, the *non-zero winding number rule* applies: If the path crosses itself from the inside to the outside (viewed from the perspective of the figure) a counter will be incremented. A cross from the outside to the inside decrements the counter. If the counter for an interior becomes zero, it won't be filled.

33694_paste.tiff ↗ **Even-Odd**

The *even-odd rule* for filling is based on a counter, as is the *non-zero winding number rule*. In this case, though, if the counter's value for an interior is an odd number, the area will be filled; otherwise no filling takes place.

Hint: If paths or interiors behave unexpectedly, check whether you have correctly set the options for the path fill and the path perimeters (`;perimeter.rtfld;;¬`).

These filling techniques are based on methods used in the PostScript programming language, and they are quite complex. For more information about fills and filling rules, please refer to a book about PostScript. Probably the best technique for learning about them, though, is simply to experiment with them, using various path shapes and fill modes until you get the results you want.

Next: `;perimeter.rtfld;;¬` Path Outline