040b73747265616d747970656481a203840163c48403737373810a0a810b
0b815f5f84012584067f411b312d37

VektorTool2.tiff ¬   **Clipping**

In the clipping area of the *Path Editor* panel you can choose among three different clipping modes to determine how the path of one element clips another one.

paste.tiff ¬
Figure: The portion of the Path Editor concerning clipping

For calculating the clipping areas of paths, the same rules apply as for <Path Fill> (;interior.rtfd;;¬).

554169_paste.tiff ¬ Even-Odd
For simple paths, everything outside the perimeter of the path will be cropped. For more difficult paths, especially paths which cross themselves, the *even-odd rule* is used to determine the ªinsideº areas, i.e., the areas that remain visible after clipping. 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 ªinsideº. If the counter becomes an even number, the area is ªoutsideº and will be clipped away.

235676_paste.tiff ¬ Non-zero winding number
For 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 will be clipped:
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 ªoutsideº and the examined area will be clipped away; otherwise the area is inside and remains visible.

147894_paste.tiff ¬ Strokepath

The strokepath clipping mode employs the path itself as the clipping area; i.e., everything but the path line will become invisible. The width and other attributes of the path line can be specified in the <*Outline*> portion of the Path Editor (see Path Outline (;perimeter.rtfd;Linienstil;¬)) .

Clipping is a very complicated subject, especially if complex clipping paths are created. The *non-zero winding number rule* and the *even-odd rule* have been specified in the PostScript programming language, so for detailed discussions of them, please refer to a book about PostScript. In most cases, though, it will be simpler just to experiment with different paths and clipping modes until you get the results you want.

You can cancel any clipping operation by using the <*Remove*> command in the Element Inspector (*;../OneVision/MainMenu/Element/ElementInspector.rtfd;Entfernen;*¬).

More information about how to clip in OneVision is available in the chapter <Clipping>   (;../OneVision/WorkingIntro/Clipping.rtf;;¬) in the <Introduction to Working with OneVision>.

Next: ;mouse-function.rtfd;;¬   Mouse Functions and Keyboard Combinations