
Subject: Re: problems drawing in Linux (ubuntu 7.10)
Posted by [nixnixnix](#) on Wed, 16 Apr 2008 16:19:09 GMT
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Hi Mirek,

The code above appears to just draw each subpolygon as a filled polygon with no reference to the other subpolygons. This means that complex polygons containing holes cannot be drawn correctly. Having searched for information on drawing complex polygons with X11 it seems there is no way to do this. The XFillPolygon documentation talks about complex polygon but gives no way to actually draw one.

Got to say, sometimes Linux makes MS Windows look disappointingly good.

Nick

EDIT: I wonder how slow it would be to fill the polygons myself using line-crossing and an odd-even fill rule. I'll try to make time to look into this.
