
Subject: Re: DrawPolygon in Report
Posted by [mirek](#) on Tue, 05 Dec 2006 16:19:58 GMT
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Thanks, fixed.

Quick patch:

Draw/Drawing.cpp 420

```
static void wsDrawPolyPolyPolygon(Draw& w, Stream& stream, const DrawingPos& dp)
{
    Color color, outline, doxor;
    uint64 pattern;
    int width, vertex_count, subpolygon_count_count, disjunct_polygon_count_count;
    int version = 2;
    stream / version;
    stream % color % width % outline % pattern % doxor;
    stream % vertex_count % subpolygon_count_count % disjunct_polygon_count_count;
    Buffer<Point> vertices(vertex_count);
    Buffer<int> subpolygon_counts(subpolygon_count_count);
    Buffer<int> disjunct_polygon_counts(disjunct_polygon_count_count);
    StreamUnpackPoints(stream, vertices, vertex_count);
    StreamUnpackInts(stream, subpolygon_counts, subpolygon_count_count);
    StreamUnpackInts(stream, disjunct_polygon_counts, disjunct_polygon_count_count);
    if(!dp.Identity()) {
        for(Point *p = vertices, *e = p + vertex_count; p < e; p++)
            dp.Transform(*p);
        dp.TransformW(width);
    }
    w.DrawPolyPolyPolygon(vertices, vertex_count,
        subpolygon_counts, subpolygon_count_count,
        disjunct_polygon_counts, disjunct_polygon_count_count,
        color, width, outline, pattern, doxor);
}
```

Mirek
