FILLREGION

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INTRODUCTION

The Fillregion package provides a function which will allow the user to "fill in" arbitrary regions of a bitmap or window with a shade or bitmap (or any valid shade argument to BITBLT).. The regions must be defined by a black or white outline. There are two functions provided to the user: FILL.REGION and AUTO.FILL.

(FILL.REGION   *window.or.bm interior.pos shade*)   [Function]

window.or.bm : Must be either a window or bitmap otherwise an error occurs.

interior.pos : Must be a position within window.or.bm that is within the interior of the region to be filled.

shade : Shade can be any valid shade argument that BITBLT will accept.

This will return the window.or.bm with the specified region filled in. The region to be filled is determined by the pixel specified at interior.pos. If the pixel is black, all the connected black regions will be shaded, otherwise, if the pixel is white, all the connected white region will be filled. If the user aborts the function before completion, the orginal window.or.bm will be restored.
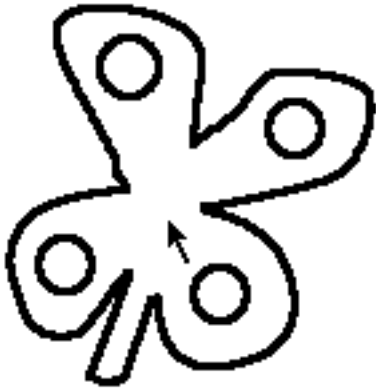
(AUTO.FILL   *shade*)   [Function]

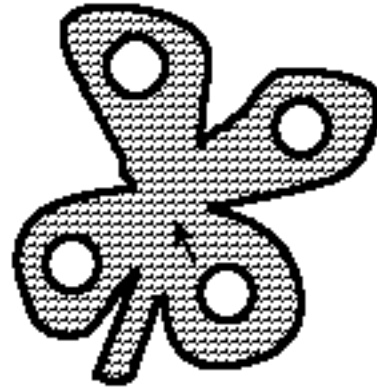*shade* : Shade can be any valid shade argument that BITBLT will accept.

With your mouse pointing inside the appropriate region in a window, this function will fill in the region with the shade specified. This package only works for one bit per pixel bitmaps, color is not supported.

Example:

```
(AUTO.FILL 1234)
```

results in:

Comments and suggetions are welcome.