

PolyPolygon

The **PolyPolygon** function draws a series of closed polygons. Each polygon is outlined by using the current pen and filled by using the current brush and polygon fill mode. The polygons drawn by this function can overlap.

BOOL PolyPolygon(

```
HDC hdc,           // handle of device context
CONST POINT *lpPoints, // points to array of vertices for all polygons
LPINT lpPolyCounts,  // points to array with count of vertices for each polygon
int nCount           // count of polygons
);
```

Parameters

hdc

Identifies the device context.

lpPoints

Points to an array of [POINT](#) structures that define the vertices of the polygons. The polygons are specified consecutively. Each polygon is closed automatically by drawing a line from the last vertex to the first. Each vertex should be specified once.

lpPolyCounts

Points to an array of integers, each of which specifies the number of points in the corresponding polygon. Each integer must be greater than or equal to 2.

nCount

Specifies the total number of polygons.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call [GetLastError](#).

Remarks

The current position is neither used nor updated by this function.