

Polygon

The **Polygon** function draws a polygon consisting of two or more vertices connected by straight lines. The polygon is outlined by using the current pen and filled by using the current brush and polygon fill mode.

```
BOOL Polygon(  
    HDC hdc,                // handle of device context  
    CONST POINT *lpPoints,    // address of polygon's vertices  
    int nCount                // count of polygon's vertices  
);
```

Parameters

hdc

Identifies the device context.

lpPoints

Points to an array of [POINT](#) structures that specify the vertices of the polygon.

nCount

Specifies the number of vertices in the array. This value must be greater than or equal to 2.

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 polygon is closed automatically by drawing a line from the last vertex to the first.

The current position is neither used nor updated by the **Polygon** function.