MYARC ADVANCED BASIC

Format
CALL FILL(pixel-row,pixel-column)

Cross Reference
CIRCLE, DCOLOR, DRAW, DRAWTO, GRAPHICS, POINT, RECTANGLE

Description
The FILL subprogram enables you to fill in the area surrounding a specified pixel with a specified color.

Pixel-row and pixel-column are numeric-expressions whose values specify the pixel that you want to surround with a color or pattern.

Character-code is a numeric-expression with a value from 0-215 specifying the character with which to fill the area surrounding the specified pixel.

Pixel-row must have a value from 1 to 192, pixel-column must have a value from 1 to 256.
The color of the pattern that surrounds the specified pixel is the foreground-color specified by the DCOLOR subprogram. If you have not called the DCOLOR subprogram, the default fill color is lt. green.

The area surrounding the specified pixel is filled with the fill pattern until a screen edge or a foreground pixel (a pixel that is turned on) is encountered.

The boundaries of the area to be filled can be defined by lines drawn with CIRCLE, DRAW, DRAWTO, POINT, RECTANGLE subprograms.

FILL cannot be used in Pattern or Text modes. An error results if you use FILL in Pattern or Text modes.

In Graphics(1,2) and (1,3) modes the computer divides each pixel-row into 32 groups of 8 pixels each. The computer can assign a foreground-color and a background-color (from among the 16 available colors) to each 8 pixel group.