

PEXtk Overview

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PEXtk Function Reference

Parc - Draws a circular arc..... 1

Parc_fill - Draws a filled circular arc..... 2

Pbackface - Turns backfacing polygon removal on or off..... 3

Pbegin_line - Initiates the use of vertex calls as polylines 4

Pbegin_poly - Initiates the use of the vertex calls as polygon vertices 5

Pbegin_tmesh - Initiates the use of vertex calls as triangle mesh vertices 6

Pborder - Sets the geometry outlining attribute 7

Pbuffer_mode - Set single or double buffer mode..... 8

Pcall_display_list - Execute a display list and save the state 9

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