

Constructing Interiors

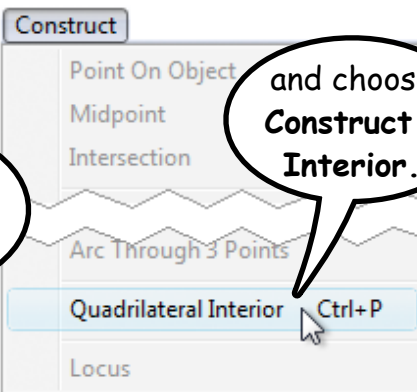
Construct a polygon or circle interior using **Construct | Interior**.

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Polygon Interior



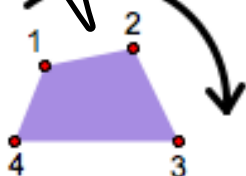
Select three or more points in order...



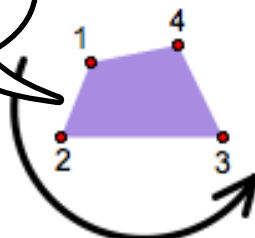
and choose **Construct | Interior**.

The interior is constructed.

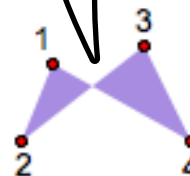
Select vertices in clockwise order...



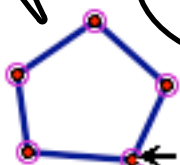
or counter-clockwise order.



Selecting out of order gives strange results!



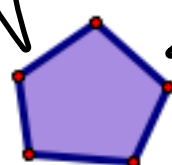
If points are connected...



select the points, not the sides.

Choose **Construct | Interior**.

The interior is constructed.



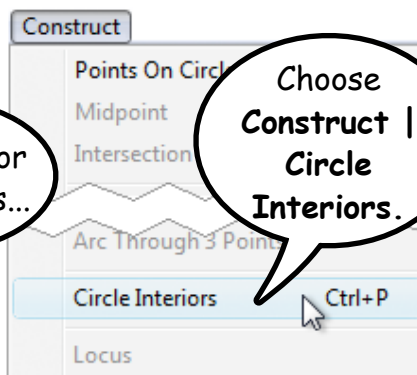
You can also use the **Polygon** tools to construct polygons.



Circle Interior



Select one or more circles...



Choose **Construct | Circle Interiors**.

The interiors are constructed.