

# TPolygon32.Curve

**function** Curve (**const** steps: word): [TPolygon32](#);

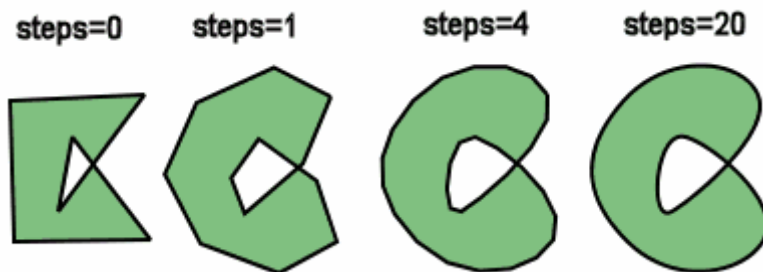
## Description

This function takes each polygon line and constructs a new [TPolygon32](#) object with more edges to get a curve. The curve quality of the new polygon is determined by the [steps](#) parameter (see image below).

Note, this technique produces good results with antialiased polygons.

## Example

```
var
  Poly1, Poly2: TPolygon32;
begin
  Poly2:= Poly1.Curve(8);           // create spline curve
  Poly2.DrawFill (DstBitmap, clBlack32); // draw curve
  Poly2.Free;                       // free curve
end;
```



## See Also

[TPolygon32](#), [Closed](#), [Outline](#), [DrawEdge](#), [DrawFill](#),