```
Procedure myPoly;

VAR

  px1, px2, py1, py2, py: REAL;
  p2x1,p2y1,p2x2,p2y2,p2y,pYstart: Real;

  i, wieoft: INTEGER;
  myHandle: HANDLE;
myHandle2: HANDLE;

  TailYstart,p3x1,p3y1,p3x2,p3y2,p3y :REAL;
     WingYstart,p4x1,p4y1,p4x2,p4y2,p4y :REAL;
  wingHandle,h1,h2: HANDLE;



BEGIN;

{head}
closePoly;
px1:= -(Pwidth/2);
px2:=  (Pwidth/2);
py1:= -(Phight/2);
py2:= py1;
py:= -(Phight);
BeginSweep(0,360,20,0);
BeginPoly;
      AddPoint (0,0);
      ArcTo (px1,py1,0);
      CurveThrough (0,py);
      ArcTo (px2,py2,0);
      AddPoint (0,0);
EndPoly;

h1:= LNewobj;
rect (-1000,-1000,0,0);
h2:= LNewobj;
ClipSurface(h1,h2);
DelObject (h2);

EndSweep;



{-------------------------------------------------------}


pYstart:= py-(py1/2);
p2x1:= -(PmiddleWidth/2);
p2x2:= PmiddleWidth/2;
p2y1:= pYstart-(PmiddleHight/2);
p2y2:= p2y1;
p2Y:= -Phight-PmiddleHight;

BeginSweep(0,360,20,0);
BeginPoly;
    AddPoint (0,pYstart);
    CurveThrough (p2x1,p2y1);
    AddPoint (0,p2y);
    CurveThrough (p2x2,p2y2);
    AddPoint (0,pYstart);
EndPoly;

h1:= LNewobj;
rect (-1000,-1000,0,0);
```

```
h2:= LNewobj;
ClipSurface(h1,h2);
DelObject (h2);

EndSweep;

myHandle := LNewobj;
{-------------------------------------------------------}



    For i:= 1 TO  Pwieoft DO BEGIN
    dselectAll;
    Setselect (myHandle);
    Duplicate (0,-PmiddleHight*i);


    END;

{-------------------------------------------------------}
{tail}
TailYstart:= (pYstart-(Pwieoft*PmiddleHight)-PmiddleHight);
p3x1:= -(PtailWidth/2);
p3x2:= PtailWidth/2;
p3y1:= TailYstart-(PtailHight/2);
p3y2:= p3y1;
p3Y:= pYstart-(Pwieoft*PmiddleHight)-PtailHight;


BeginSweep(0,360,20,0);
BeginPoly;
    AddPoint (0,TailYstart);
    ArcTo (p3x1,p3y1,0);
    AddPoint (0,p3y);
    ArcTo (p3x2,p3y2,0);
    AddPoint (0,TailYstart);
EndPoly;

h1:= LNewobj;
rect (-1000,-1000,0,0);
h2:= LNewobj;
ClipSurface(h1,h2);
DelObject (h2);

EndSweep;

{-------------------------------------------------------}
{wingLeft}
WingYstart:= (pYstart-(Pwieoft*PmiddleHight)/4);


p4x1:= -(PwingWidth/2);
p4x2:= PwingWidth/2;
p4y1:= WingYstart-(PwingHight);
p4y2:= p4y1;
p4Y:= -Phight-PwingHight;


BeginSweep(PWingAngle,PWingThick,20,0);
BeginPoly;
    AddPoint (0,WingYstart);
    CurveThrough (p4x1,p4y1);
    AddPoint (0,p4y);

EndPoly;
Locus (0,p4y);
```

```
EndSweep;
{-------------------------------------------------------}
{wingRight}
BeginSweep(PWing2Angle,PWingThick,20,0);
BeginPoly;
    AddPoint (0,WingYstart);
    CurveThrough (p4x1,p4y1);
    AddPoint (0,p4y);

EndPoly;
Locus (0,p4y);
EndSweep;



{-------------------------------------------------------}


END;
Run(myPoly);
```