
Subject: Painter DrawLine proposal

Posted by [koldo](#) on Sat, 21 Nov 2009 13:56:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek

Now Painter function DrawLine is shifted to the South East.

```
void Painter::DrawLineOp(int x1, int y1, int x2, int y2, int width, Color color)
{
    double h = width / 2;
    Move(x1 + h, y1 + h);
    Line(x2 + h, y2 + h);*/
    DrawLineStroke(width, color);
}
```

However Draw DrawLine function is centered to the axis x1, y1 and x2, y2.

I propose you to have the same behavior in both so the Painter function would be:

```
void Painter::DrawLineOp(int x1, int y1, int x2, int y2, int width, Color color)
{
    Move(x1, y1);
    Line(x2, y2);
    DrawLineStroke(width, color);
}
```

This way the code for a control in a .usc file is valid in a .cpp file. And the behavior in Painter is more natural.

What do you think ?

Best regards

Koldo