
Subject: Re: Offset and the clipping stack. How to use?

Posted by [mrjt](#) on Wed, 13 Jun 2007 10:32:52 GMT

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Okay, I see how I can use GetCloffCount to record the stack depth and then trim it to the same level when I'm done, but I'm not sure why all this stack manipulation should be necessary for something so simple. What I really want is something like the ModelView matrix stack in OpenGL.

The following methods would do exactly what I want:

Win32:

```
void Draw::AddOffsetOp(Point p)
```

```
{  
    DrawLock __;  
    actual_offset += p;  
    LTIMING("Offset");  
    SetOrg();  
}
```

X11 (not tested):

```
void Draw::AddOffsetOp(Point p)
```

```
{  
    Cloff &f = cloff.Top();  
    actual_offset += p;  
    offset[f.offseti] = actual_offset;  
}
```

Or does this break something else (Drawing)?
