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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [mirek](#) on Sat, 06 Oct 2007 15:53:02 GMT

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ajmf77 wrote on Fri, 05 October 2007 16:00Hi:

I am wondering with Draw functionality, but for now, can't know well many of them:

First, for now, how can i use non integer coordinates, like OpenGL, with Draw, and manipulate mouse coordinates for the feedback?

Thanks in advance!

Coordinates for Draw are either in screen pixels or "dots" for physical devices like printer. "int" is enough here. Draw is intentionally kept "primitive".

If you are in request of converting other types of coordinates, you need to do that on your own.

Mirek

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