Subject: How to implent a rubber band Class in u++
Posted by westcity1973 on Thu, 25 Oct 2007 12:01:55 GMT
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I am now studying CAD. And I need a class of rubber band like AutoCAD. RectTracker is good, but I need a tracker returning an array of points. I try to implent it in Scribble, but it is not very good. Is there any simple method to implement it.

I attach the my modified scribble code .

File Attachments

1) scribble.rar, downloaded 633 times