
Subject: Re: How to implment a rubber band Class in u++

Posted by [mrjt](#) on Thu, 25 Oct 2007 14:44:30 GMT

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Easy

RubberBand class:

```
class RubberBand : public LocalLoop
{
public:
    virtual void MouseMove(Point p, dword keyflags) { points.Add(p); GetMaster().Refresh(); }
    virtual void LeftUp(Point p, dword keyflags)    { EndLoop(); }
    virtual void RightUp(Point p, dword keyflags)   { EndLoop(); }

    const Vector<Point> & GetPoints()    { return points; }
    void    Clear()    { points.Clear(); }
private:
    Vector<Point> points;
};
```

Test code (band is member variable of type RubberBand):

```
void AWindow::LeftDown(Point p, dword keyflags)
{
    band.Clear();
    band.SetMaster(*this);
    band.Run();
    Refresh();
}
```

```
void AWindow::Paint(Draw& w)
{
    const Vector<Point> &p = band.GetPoints();
```

```
    w.DrawRect(GetSize(), SColorFace);
```

```
    for (int i = 0; i < p.GetCount()-1; i++)
        w.DrawLine(p[i], p[i+1]);
    if (!band.InLoop() && p.GetCount() > 1)
        w.DrawLine(p[p.GetCount()-1], p[0]);
    w.DrawText(4, 4, AsString(p.GetCount()));
}
```

Hope that helps.

Btw, this is in the wrong forum. General widget forum would have been better.
