
Subject: Re: RectTracker filled with black
Posted by [mrjt](#) on Wed, 13 Feb 2008 11:13:15 GMT
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DrawDragRect doesn't work properly with backwards rectangles.

```
...
if(tx == ALIGN_NULL) {
    rect.right = min(org.right - op.x + p.x, maxrect.right);
    if (rect.right < rect.left) Swap(rect.left, rect.right);
}
if(ty == ALIGN_NULL) {
    rect.bottom = min(org.bottom - op.y + p.y, maxrect.bottom);
    if (rect.bottom < rect.top) Swap(rect.top, rect.bottom);
}
...
```

KeepRatio won't work properly, but since it only works correctly with ALIGN_RIGHT/ALIGN_BOTTOM anyway I don't see this as a major problem.

For a test case just change the default behaviour in RectTracker example (ie no control keys) to ALIGN_NULL/ALIGN_NULL.

I love looking through Upp source, there is always something new and cool to find . For instance, what is the purpose of ViewDraw? Could I use it to do drawing over a TopWindow full of controls? I've been looking for a way to do that for a while.
