Subject: Re: RectTracker filled with black
Posted by cbpporter on Wed, 13 Feb 2008 11:40:58 GMT
View Forum Message <> Reply to Message

Quote:DrawDragRect doesn't work properly with backwards rectangles.
This seems to be the problem. Works fine with the swapped coords. I'm a little worried about the precision of the end-point coordinate, which seems of by a pixel in both dimensions (seen more clearly when Image::Cross() cursor is used, and end-point is mouse coord), but I can't tell for sure. U++ Rect is extremely counter intuitive for me and I have to battle years of experience with completely different rectangle semantics, so until I get used to this, it is really hard to make sense of code which uses rect.

Quote:For a test case just change the default behaviour in RectTracker example (ie no control keys) to ALIGN_NULL/ALIGN_NULL.
Forgot about that one. At least I don't have to write a testcase .

Quote:For instance, what is the purpose of ViewDraw?
I found it this morning before work too. I didn't look into it because I was already having a headache with all those rects, but you can find a lot of such classes in U++. I don't know if even Mirek remembers them all?