Subject: Re: RectTracker filled with black
Posted by mrjt on Wed, 20 Feb 2008 09:55:49 GMT
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This would be my suggested version:

```
void RectTracker::MouseMove(Point, dword)
{
 Point p = GetMousePos();
 rect = org;
 if(tx == ALIGN_CENTER && ty == ALIGN_CENTER) {
  int x = org.left - op.x + p.x;
  int y = org.top - op.y + p.y;
  if(x + org.Width() > maxrect.right)
   x = maxrect.right - org.Width();
  if(x < maxrect.left)
   x = maxrect.left;
  if(y + org.Height() > maxrect.bottom)
   y = maxrect.bottom - org.Height();
  if(y < maxrect.top)
   y = maxrect.top;
  rect = RectC(x, y, org.Width(), org.Height());
 }
 else {
  if(tx == ALIGN_LEFT) {
   rect.left = max(org.left - op.x + p.x, maxrect.left);
   rect.left = minmax(rect.left, rect.right - maxsize.cx, rect.right - minsize.cx);
  }
  if(tx == ALIGN_RIGHT) {
   rect.right = min(org.right - op.x + p.x, maxrect.right);
   rect.right = minmax(rect.right, rect.left + minsize.cx, rect.left + maxsize.cx);
  }
  if(ty == ALIGN_TOP) {
   rect.top = max(org.top - op.y + p.y, maxrect.top);
   rect.top = minmax(rect.top, rect.bottom - maxsize.cy, rect.bottom - minsize.cy);
  }
  if(ty == ALIGN_BOTTOM) {
   rect.bottom = min(org.bottom - op.y + p.y, maxrect.bottom);
   rect.bottom = minmax(rect.bottom, rect.top + minsize.cy, rect.top + maxsize.cy);
  }
  if(tx == ALIGN_NULL) {
   rect.right = min(org.right - op.x + p.x, maxrect.right);
   if (rect.right < rect.left) {
    Swap(rect.right, rect.left);
    rect.InflateHorz(1);
   }
  }
  if(ty == ALIGN_NULL) {
   rect.bottom = min(org.bottom - op.y + p.y, maxrect.bottom);
```

```
   if (rect.bottom < rect.top) {
    Swap(rect.bottom, rect.top);
    rect.InflateVert(1);
   }
  }
  if(keepratio) {
   int cy = org.Width() ? rect.Width() * org.Height() / org.Width() : 0;
   int cx = org.Height() ? rect.Height() * org.Width() / org.Height() : 0;
   if(tx == ALIGN_BOTTOM && ty == ALIGN_RIGHT) {
    Size sz = rect.Size();
    if(cx > sz.cx)
     rect.right = rect.left + cx;
    else
     rect.bottom = rect.top + cy;
   }
   else
   if(tx == ALIGN_RIGHT)
    rect.bottom = rect.top + cy;
   else
   if(ty == ALIGN_BOTTOM)
    rect.right = rect.left + cx;
  }
 }
 if(rect != o) {
  rect = Round(rect);
  if(rect != o) {
   DrawRect(o, rect);
   sync(rect);
   o = rect;
  }
 }
}
```

It fixes the cursor alignment problem. I also believe that this is the correct place to modify the coordinates, as doing so before drawing means that the final rectangle is inaccurate.

IMO if you really need to have the final rectangle backwards I think you should compare and switch it after getting the final rect back.
