
Subject: Re: RectTracker filled with black
Posted by [mrjt](#) on Wed, 20 Feb 2008 13:13:10 GMT
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Quote:Well I don't know how one could achieve that, since the only info you get is the final rect and the starting point, so not enough to determine if it is backwards or not.

This should do the trick:

```
Rect original = rect;
rect = tr.Track(original, ALIGN_NULL, ALIGN_NULL);
if (rect.left < original.left) Swap(rect.left, rect.right);
if (rect.top < original.top) Swap(rect.top, rect.bottom);
```
