
Subject: Re: RectTracker filled with black
Posted by [cbpporter](#) on Fri, 29 Feb 2008 14:08:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Thu, 28 February 2008 12:12

OK, I'm giving up on RectTracker and doing it manually with mouse events and GetCapture(). I just can't get it to behave as I want it.

OK, it seems that U++ is having an undesired effect on me. I can no longer choose the easy way so easily. I was writing my manual code, and even though it was easy and worked fine, I felt it as highly redundant since there was already that RectTracker class.

So I sat down and managed to adapt it to my needs. I'm not posting the result, because I think it is not that general, it is more suited for graphics applications with precise cursor interaction, and also you have to adjust the coordinates returned by Track a little.

But there are still a couple of things I would like to note:

1. I used ViewDraw and strangely, the drawings remain on my form even after it got covered by other windows. Does ViewDraw feature any cache or backbuffer?
2. In the code proposed by mrjt, I have found that the InflateVert(1) and InflateHorz(1) introduce a 1 pixel imprecision between mouse cursor, rect coordinates and visual representation of the drawn drag rect.

I have added include the test case I use to test coordinates.

File Attachments

1) [RectTest.rar](#), downloaded 463 times
