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Subject: Re: RectTracker filled with black  
Posted by [cbpporter](#) on Tue, 04 Mar 2008 09:24:25 GMT  
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luzr wrote on Mon, 03 March 2008 21:48I was thinking about this issue a bit.

Would not it be better instead of ALIGN\_NULL to allow negative "MinSize" ?

Mirek

Well I chose ALIGN\_NULL because I was trying to keep it in line with the rest of the API and make it as unintrusive as possible.

But anything will do. I just want it to work right. Right now I'm using a slightly "hacked" version of RectTracker, which might become a private ShapeTracker before the next release, because I don't want to have to change things every time I download a new U++.

This class has to cover the following points:

1. Allow full mouse movement
2. Be uniform in it's interpretation of coordinates. Current rect tracker doesn't seem to be.
3. Be precise. Again, not the case with current. An experienced user will get annoyed very quickly when they have to drag the mouse one extra pixel depending on the quadrant to align some stuff.

And in the future, I'll need it to track arrows, so that you can visually design relationships between objects. Nothing fancy, just a line with a small arrow head.

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