Subject: Problem with offset
Posted by kodos on Thu, 06 Mar 2008 21:41:15 GMT

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Hi,

I'm writing a SvgDraw package, and the basics work already. But now I have a problem with
offsets.
When I'm drawing my image directly through my new SvgDraw class everything works fine, but if I
draw the image first with a DrawingDraw and then draw this onto my SvgDraw with DrawDrawing
the OffsetOp function is still called, but e.g. the coordinates of the DrawEllipseOp are already
transformed, so the offset is applied twice. Am I doing something wrong or is this a bug in U++.