Subject: Re: Problem with offset
Posted by mirek on Sat, 08 Mar 2008 16:24:16 GMT

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kodos wrote on Thu, 06 March 2008 16:41Hi,

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++.

Well, I would like to investigate this a bit more to be sure it is not U++ problem.

Can you create a simple testcase to demonstrate the issue please?

Mirek