
Subject: Re: DrawArc bug ?

Posted by [mdelfede](#) on Sun, 06 Jul 2008 15:52:53 GMT

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Well, a problem, a solution !

In DrawOpX11.cpp, from line 297 :

```
void Draw::DrawArcOp(const Rect& rc, Point start, Point end, int width, Color color)
{
    DrawLock __;
    XGCValues gcv, gcv_old;
    XGetGCValues(Xdisplay, GetGC(), GCForeground, &gcv_old);
    Point offset = GetOffset();
    gcv.foreground = GetXPixel(color);
    XChangeGC(Xdisplay, GetGC(), GCForeground, &gcv);
    Point centre = rc.CenterPoint();
    int angle1 = fround(360 * 64 / (2 * M_PI) *
        atan2(centre.y - start.y, start.x - centre.x));
    int angle2 = fround(360 * 64 / (2 * M_PI) *
        atan2(centre.y - end.y, end.x - centre.x));
    if(angle2 <= angle1)
        angle2 += 360 * 64;
    angle2 -= angle1;
    XDrawArc(Xdisplay, GetDrawable(), GetGC(), rc.left + offset.x, rc.top + offset.y,
        rc.Width(), rc.Height(), angle1, angle2);
    XChangeGC(Xdisplay, GetGC(), GCForeground, &gcv_old);
}
```

The arguments of atan2 where reversed (y must be first...) and the angle2 must be relative to angle1.

Here attached the (right) resulting picture... still a small glitch due to rounding, but ok.

Ciao

Max

File Attachments

1) [DrawArc2.jpg](#), downloaded 843 times
