Subject: RectTracker & MaxRect
Posted by Dochy on Thu, 04 Sep 2008 19:18:05 GMT
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Hi,
I have problem with RectTracker. I used RectTracker with ALIGN_NULL for user-specific begin of drawing rect. I want to mark part of drawn image. MaxRect is good for limit to bottom and to right, but top and left coordinates aren't limited.

So in view with borders (0,0,10,10) i can't get rect (5,5,20,20) but only (5,5,10,10) - I expected it and want it
But I can get (-10,-10,5,5) - if (5,5) is origin - and I don't want this .

Am I wrong or there is error?
Thanks

I naturaly can check and handle it, but I think that there must be better way

```
void LeftDown(Point p, dword keyflags){
 // Vyrez z obrazku
 RectTracker tr(*this);
 Size sz = GetSize();
tr.Dashed().Animation(40).MaxRect(RectC(0,0,GetSize().cx,GetSize().cy));
 vyrez=RectC(p.x,p.y,0,0);
 vyrez=tr.Track(vyrez,ALIGN_NULL,ALIGN_NULL);
 Refresh();
};
```

Edit:
I made modified copy of RectTracker class, that correspond to my need now. But I think that this class (RectTracker) schould be modified or there can be made a new class for clearly defined pixel based operations. Maybe someday I try it. Now I'm beginner only