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Subject: Re: RectTracker & MaxRect

Posted by [Dochy](#) on Sun, 07 Sep 2008 09:42:16 GMT

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Quote: Try using a different align. ALIGN\_NULL means you have full freedom to drag in any direction.

I know. But it is what I want. Anywhere in view area begin and anywhere end. Problem is only, that I want restricted position of end to border of view, but now there is restriction to right and bottom only. I solved it by simply modification of RectTracker::MouseMove

```
if(tx == ALIGN_NULL) {  
    rect.right = min(org.right - op.x + p.x, maxrect.right);  
    if (rect.right < rect.left) {  
        Swap(rect.right, rect.left);  
        rect.InflateHorz(1);  
    }  
}
```

to:

```
if(tx == ALIGN_NULL) {  
    pom.x = min(org.right - op.x + p.x, maxrect.right);  
    rect.right = max(pom.x, maxrect.left);  
    if (rect.right < rect.left) {  
        Swap(rect.right, rect.left);  
    }  
}
```

But it is not clear enough. There are variations of +-1 pixel depending of draw direction. Now it's adequate for me, but not as final solution.

Thanks for interest.

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