
Subject: Re: Cairo

Posted by [mirek](#) on Tue, 13 Jan 2009 16:53:55 GMT

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The problem is that you cannot apply (at least in current SDraw) the path transformation during path definition. And you had that Rotate after Move (Move starts path, any Fill or Stroke or Clip ends it).

Fixed:

```
void DoRect(SDraw &sw, double size)
```

```
{
  if(size < 0.5)
    return;

  sw.Move(0, 0);
  sw.Line(0, size);
  sw.Line(size, size);
  sw.Line(size, 0);
  sw.Fill(Blue());

  sw.Begin();
  sw.Translate(0, size);
  sw.Rotate(M_PI/4.);
  DoRect(sw, size / M_SQRT2);
  sw.End();

  sw.Begin();
  sw.Translate(size / 2, 1.5 * size);
  sw.Rotate(-M_PI/4.);
  DoRect(sw, size / M_SQRT2);
  sw.End();
}
```

```
void DrawPythagorasTree(Size sz, SDraw *sw, Cairo *ca)
```

```
{
  double size = 128;

  if (sw)
  {
    sw->Begin();
    sw->Translate(sz.cx / 2 - size / 2, sz.cy);
    sw->Scale(1, -1);

    DoRect(*sw, size);
    sw->End();
  }
}
```

Mirek
