Subject: why not state oriented?
Posted by amando1957 on Sat, 31 Jan 2009 14:18:34 GMT

Hi to all!

In the manual about Draw I've read the *state oriented* approach were not reality here, you devs will rather prefer args instead (alike with FileOut the put32le() etc.).

I always have considered the states less cumbersome, and it results in a less number of args.
I will often call the paintLine() a lot of times, but the lines are always blue and have 4 pixels, then I can surround a rect with the same one.
Setting a var of my class I have always a "current state", hardly to avoid.

At the Apple you set a pen you can use subsequent, until you set a new one again. The "graphics context", as they call it, is treatened similar. Thats basically like at WIN-GDI (though these two systems have obvious differences for devs).
At the Apple they are also not starters there, so it seems a question of taste.

What is the advantage of using args instead?
OK, I'm spared of calling set-get-functions all the time, thats one thing after all, so the one call will do in some cases.

Martin