
Subject: Re: Painter 2.0

Posted by [Mindtraveller](#) on Wed, 18 Mar 2009 22:34:02 GMT

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As there`s no special "Painter" forum (hope we`ll have one), I post my little proposal here. It is adopted from one of my recent Painter etudes.

```
//Rectangle with rounded corners
```

```
Painter & Painter::Rectangle(double x, double y, double cx, double cy, double r)
```

```
{
```

```
    ASSERT(r >= 0.);
```

```
    if (cx < 0.) {x+=cx; cx=-cx;}
```

```
    if (cy < 0.) {y+=cy; cy=-cy;}
```

```
    Move(x+r,y)
```

```
    .Arc(x+r,y+r,r,r,-M_PI/2.,-M_PI/2.)
```

```
    .Line(x, y+cy-r)
```

```
    .Arc(x+r,y+cy-r,r,r,M_PI,-M_PI/2.)
```

```
    .Line(x+cx-r, y+cy)
```

```
    .Arc(x+cx-r,y+cy-r,r,r,M_PI/2,-M_PI/2.)
```

```
    .Line(x+cx, y+r)
```

```
    .Arc(x+cx-r,y+r,r,r,0.,-M_PI/2.)
```

```
    .Line(x+r, y);
```

```
}
```
