
Subject: Re: How to rotate an image

Posted by [mr_ped](#) on Wed, 03 Jun 2009 12:55:35 GMT

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In Draw/ImageOp.h there are:

Image RotateClockwise(const Image& img);

Image RotateAntiClockwise(const Image& img);

Image MirrorHorz(const Image& img);

Image MirrorVert(const Image& img);

Image Rotate(const Image& m, int angle);

But I can't find any documentation about it anywhere, I just use it in my own code (the RotateClockwise one) and it works, maybe it will help you too.

I can't see anything else in draw about rotating of full image or drawdraw, which doesn't make sense a little bit, when we speak about vector components like DrawingDraw, maybe some global transform matrix would be nice touch there.

But if I recall it correctly, Mirek prefer's Draw in stateless way, so setting up "view matrix" would not work, maybe some convert function: DrawingDraw TransformDrawingDraw(const DrawingDraw & w, const [transformmatrixtype] & tm); ??

But for example Clipping operation does set state of Draw, sooo ... well. I didn't work with these things for long time, so I'm not sure what to think about it and what would be a proper way to go.
