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Subject: Re: Paint outside Ctrl Rect

Posted by [mr\\_ped](#) on Thu, 26 Nov 2009 07:52:19 GMT

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The control should adapt to arrow's width, and draw it a tad smaller, so it will end inside rectangle and no clipping will happen. That's the correct way how it should work, but I can see it may be a bit tricky to code that size adjustment by width.

edit: I would probably end with calculating new boundary rectangle as 1/2 of line width inside of the clip rectangle. This way the drawn arrow would be inside the clipping, and like 99+% of available space would be used (but under certain arrow's angles like the one you posted it would not use 100% of available space). But I think visually it would work very well even in this simple way.

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