Subject: Re: image drawing
Posted by koldo on Tue, 27 Apr 2010 09:32:29 GMT

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raxvan wrote on Tue, 27 April 2010 10:34Just a bitmap display but i want to be able to rotate, move , and stretch the image in realtime with the mouse. The Raytracer camera/frame will be updated only when the mouse click is released acording to that movement.
Hello raxvan

You can begin with a Picture Ctrl. Try to explain what is the mouse behavior you want and we could help you to handle the mouse rotate, move and stretch.