
Subject: Re: TopWindow content to image
Posted by [qwerty](#) on Mon, 10 May 2010 08:46:52 GMT
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```
class SegImage_t {
public:
    Image img;
    ...

    SegImage_t(String fn, byte B_) : B(B_) {
        ...
        img = StreamRaster::LoadFileAny(~fn);
        ...
    }
};

class SegItem : public Ctrl {
    typedef SegItem CLASSNAME;

    WithPropsLay<TopWindow> propsWin;

public:
    q* owner;

    ...

    Array<SegImage_t> segs;
    SegItem(String fn, int id, q* owner);

    ...

    void Paint(Draw& w) {
        ...

        w.DrawImage(GetSize(), back);
        for(int i = 0; i < segs.GetCount(); ++i) {
            w.DrawImage(GetSize(), segs[i].img);
        }

        ...
    };

};

class q : public TopWindow {
private:
```

```

typedef q CLASSNAME;

WithOptLay<TopWindow> optWin;

public:

Array<SegItem> segitems;
SegItem*      segitem;

...

void Paint(Draw& w) {
    paint(w);
}

paint(Draw& w) {
    w.DrawRect(GetSize(), Black);

    ...

    for(int s = 0; s < segitem.segs.GetCount(); ++s) {
        segitem.SetRect(
x, y,
segitem.segs[s].img.GetWidth (),
segitem.segs[s].img.GetHeight()
);

        ...

}

void rs32Proc() {

    ...

    Refresh();
}

Print() {
    // ...simplified...

    PrinterJob pj;

    pj.Landscape();

    Draw& w = pj;
    w.StartPage();

```

```
        paint(w);  
        w.EndPage();  
    }  
  
    q() {  
        ...  
        SetTimeCallback(REFRESH_TIME, THISBACK(rs232Proc));  
    }  
};
```

when I try to print it, all the Segltems is in left-top corner. In real, they have differrent coordinates.
Can make some custom print routine, but why to separate?

thank you
