
Subject: Re: Event on DrawDrawing

Posted by [mr_ped](#) on Wed, 21 Jul 2010 06:20:33 GMT

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uhmmm... DrawDrawing is not "interactive" piece of code, you give it list of draw commands and it does produce the final drawing.

What you want should be done by having some GUI drawing area where you catch mouse events, operate upon some data list which contains nodes, then produce the final drawing from the modified data. If you do it quickly enough (for not too many nodes, so GUI can be redrawn fast), such simple approach will work.

(Upp framework gives you code to create GUI, to catch mouse events, to handle nodes lists (and modify them), and to draw vector graphics, but that interactive part of changing proper nodes data and putting this into some kind of interactive loop is up to you)

If you want to create true vector editor, you should probably consider something smarter and more complex with caching parts of unchanged image/layers and operate with nodes/changes in some smart way to redraw only smaller area of picture.
