
Subject: Re: Event on DrawDrawing
Posted by [ratah](#) on Wed, 21 Jul 2010 07:07:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Usually I proceed like this

```
class MyProgram : public WithMyProgramLayout<TopWindow>
{
public:

    typedef MyProgram CLASSNAME;

    Image img;    // Fond
    Drawing curve; // Graphe

    MyProgram();

    virtual void Paint(Draw& w);
}

(...)

void MyProgram::Paint(Draw& w)
{
    Size screen = GetScreenSize();
    int hauteur = 250;
    int largeur = (int)screen.cx - 2*(255+5) - 4;

    w.DrawRect(GetSize(), WhiteGray);
    w.DrawImage(261, 544, img);
    w.DrawDrawing(261, 544, largeur, hauteur, curve);
}
```

img will receive an ImageBuffer and curve a DrawingDraw

Which one is the GUI drawing area?

Could you give me an example of GUI drawing area, and very precious an example of drawing vector graphics?

My goal is not to create true vector editor but a little graph2D where user can get data values (x,y) easily by putting mouse over curve (my nodes)
