
Subject: Re: smoother drawing
Posted by [cullam](#) on Thu, 29 Jul 2010 14:42:05 GMT
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Aha! This is looking much more promising!

So, I'm looking through the code in the example, but without any comments in it, I'm not entirely sure what I'm seeing.

Examples.h

```
#ifndef _PainterExamples_Examples_h_
```

```
#define _PainterExamples_Examples_h_
```

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Painter/Painter.h>
```

```
using namespace Upp;
```

```
#define IMAGECLASS TestImg
```

```
#define IMAGEFILE <PainterExamples/Test.iml>
```

```
#include <Draw/iml_header.h>
```

```
#define LAYOUTFILE <PainterExamples/Examples.lay>
```

```
#include <CtrlCore/lay.h>
```

```
void RegisterExample(const char *name, void (*ex)(Painter& pw));
```

```
struct App : TopWindow {
```

```

virtual void Paint(Draw& w);

SplitterFrame split;

ArrayCtrl list;

FrameBottom< WithCtrlLayout<StaticRect> > ctrl;

typedef App CLASSNAME;

void DoPaint0(Painter& sw);

void DoPaint(Painter& sw);

void Print();

void Benchmark();

void Sync();

void ToSlider(EditDouble *e, SliderCtrl *slider);

void ToEdit(EditDouble *e, SliderCtrl *slider);

void Pair(EditDouble& e, SliderCtrl& slider);

void ToSlider();

void Reset();

void Serialize(Stream& s);


App();

~App();

};

#endif

```

All the drawing classes in this example appear to take a reference to a Painter object, but I'm not quite sure where I get this object in the first place. In my app, my main is just:

```
#include "VectorsGUI.h"

#define VERSION "2010070801"
#define FILE_BASE "SQX-Drive"
#define FILE_TITLE String( FILE_BASE )

GUI_APP_MAIN
{
    VectorsGUI(FILE_TITLE, FILE_BASE, VERSION ).Run();
}
```

... with everything of interest happening in my other classes. I believe the Paint() function I'm using came from inheriting my most important class from WithVectorsGUILayout<TopWindow>. What do I need to modify/do/include to be able to use Painter() instead? Is it some way of getting a Painter& to pass into Paint(), rather than a Draw&?

Thanks for the help. And it is very helpful to know that what I'm looking to do CAN be done simply! Now I just need to figure out how...
