
Subject: Re: Get Rectf of something painted
Posted by [mirek](#) on Mon, 15 Aug 2011 02:03:54 GMT
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koldo wrote on Sun, 14 August 2011 04:10 Thank you Mirek for your answer

I do not know where is the bounding box of a Painter.

Looking at `ApproximateQuadratic()` and `ApproximateCubic()` it seems all painting shapes are reduced to lines stored in a `LinearPathConsumer` called rasterizer.

However I am lost when following Painter rendering process.

Well, from this reply I guess I was not specific enough. I do not mean all points of curve (or shape), but only those points you use to define it (3 points for quadratic, 4 for cubic).

Resulting bounding box would be larger than necessary, but it might not be a problem in most cases.

Mirek
