
Subject: Clipping region

Posted by [bushman](#) on Fri, 27 Jul 2012 13:09:13 GMT

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AFAIK, Painter::Clip() clips drawing done outside a given region. Is there a way of clipping anything drawn inside the region instead?

Similar to

Painter sw;

...

sw.Circle(x, y, radius).Clip();

, which clips any drawing made outside Circle,
but clipping off anything drawn inside Circle instead?

Tks.
