
Subject: Re: Painter and transformations

Posted by [mirek](#) on Wed, 23 Jan 2013 11:37:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tried with this testcase:

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

```
using namespace Upp;
```

```
struct PainterTest : public TopWindow {
    virtual void Paint(Draw& w) {
        DrawPainter p(w, GetSize()/*, MODE_NOAA*/);
```

```
        p.Clear(White());
        p.Text(0, 0, "A", Roman(50));
        p.Fill(Black());
```

```
        p.Translate(100, 100);
        p.Rotate(1);
        p.Fill(Blue());
```

```
        p.Translate(200, -200);
        p.Scale(6);
        p.Fill(Magenta());
```

```
        p.Scale(1.0 / 6);
        p.Translate(-200, 200);
```

```
        p.Rotate(-1);
        p.Fill(Red());
```

```
        p.Translate(-100, -100);
        p.Fill(Green());
```

```
    }
};
```

```
GUI_APP_MAIN
{
    PainterTest().Run();
}
```

All seems ok...
