Posted by mdelfede on Wed, 23 Jan 2013 23:23:57 GMT

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Hi Mirek, I'll append a sample test case which do the transformation in 2 ways, one with discrete commands (Translate, Rotate) and the other with a transformation matrix.
They shows the same drawing done in both ways in 2 controls aside; they should be identical (imho...) but on first one the image is not there because rotation shift out of control.

The circle is just to show image center point; you can notice that the line is not on left picture, but it's displayed correctly on right one.

If I remove the rotation (in both paths), I get the correct image for boths, as following :

It seems to me that rotation using discrete 'painter.Rotate()' command does the rotation around a wrong point... or am I missing something ?

Max

File Attachments
1) Transformation.png, downloaded 772 times
2) Transformations.zip, downloaded 503 times
3) Transform2.png, downloaded 760 times