Subject: Re: Painter and transformations
Posted by mdelfede on Thu, 24 Jan 2013 08:17:27 GMT

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Well, the purpose is :

1- Move te origin to 'center' point, aka have point (0,0) at 'center' point

3- Move reference again to be on ImageCtrl center

4- Draw stuffs

5- Undo the transformation

That should (IMHO...) be done with

Translate(-center).Rotate(-angle).Translate(imagecenter)

So, maybe I understand Painter transformations wrong, but I still don't know how to have the thing
to what I want
Even more, if I remove the Rotate part it behaves as expected, so I guess that the problem (mine
or Painter's one) it's the rotation center point.

BTW, you're right, I'm reversing the product's order in transformation matrices, but the weird is
that if I do it right it doesn't work either....

Max