
Subject: Re: Painter and transformations

Posted by [mdelfede](#) on Thu, 24 Jan 2013 09:06:39 GMT

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

Well, thanks to Mirek I got te point :

the last translation (used to center drawing on control) happens on a rotated reference, so it's wrong :

```
painter.Translate(-center);  
painter.Rotate(angle);  
painter.Translate(sz.cx / 2, sz.cy / 2); <--WRONG
```

The weird part is that matrix way worked because it is reversed too, as Mirek explained correctly; so, to achieve the purpose it's enough to reverse transformation order (explanation is quite complex, but it works) :

```
painter.Translate(sz.cx / 2, sz.cy / 2); <--WRONG  
painter.Rotate(angle);  
painter.Translate(-center);
```

This one does exactly what the matrix version do.

Max