
Subject: Re: StaticImage enhancement

Posted by [Didier](#) on Tue, 23 Apr 2013 22:02:43 GMT

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Hi Koldo,

Quote:Does it exist an usc PaintCircle() function?. I could not found it.

I think you are working to much

these functions come from you're package : Controls4U (although I misspelled : it's not PaintCircle() but PaintEllipse())

```
fn PaintEllipse(w, left, top, right, bottom, width, color)
```

```
{
  if (width < 1)
    width = 1;
  a = (right-left)/2.;
  b = (bottom-top)/2.;
  width_2 = width/2.;
  delta = Pi()/20.;
  maxi = 2.*Pi();
  for (i = 0; i < maxi; i += delta) {
    if (i == 0) {
      x0 = left + a + (a - width_2);
      y0 = top + b;
    } else {
      x0 = x1;
      y0 = y1;
    }
    x1 = left + a + (a - width_2) * cos(i + delta);
    y1 = top + b + (b - width_2) * sin(i + delta);
    w.DrawLine(x0, y0, x1, y1, width, color);
  }
}
```

```
fn DrawCircle(w, cx, cy, R, width, color) {
```

```
  PaintEllipse(w, cx-R-width/2., cy-R-width/2., cx+R+width/2., cy+R+width/2., width, color);
}
```

```
fn PaintArc(w, cx, cy, R, ang0, ang1, direction, width, color)
```

```
{
  if (direction == -1) {
    c = ang0;
    ang0 = ang1;
    ang1 = c;
  }
  ang0 = ang0*Pi()/180;
  ang1 = ang1*Pi()/180;
  delta = 3*Pi()/180;
```

```

if (ang0 > ang1)
    ang1 += 2*Pi();
for (i = ang0; i < ang1; i += delta) {
    if (i == ang0) {
        x0 = cx + R*cos(i);
        y0 = cy - R*sin(i);
    } else {
        x0 = x1;
        y0 = y1;
    }
    x1 = cx + R*cos(i + delta);
    y1 = cy - R*sin(i + delta);
    w.DrawLine(x0, y0, x1, y1, width, color);
}
}

fn FillEllipse(w, left, top, right, bottom, background)
{
    a = (right-left)/2.;
    b = (bottom-top)/2.;
    if (a <= 0.5 || b <= 0.5) {
        w.DrawLine(left, top, right, bottom, 1, background);
        return;
    }
    delta = Pi()/10.;
    x0 = left + a;
    y0 = top + b;

    for (i = delta; i < Pi()/2.; i += delta) {
        x1 = a * cos(i);
        y1 = b * sin(i);
        w.DrawRect(x0-x1, y0-y1, 2*x1, 2*y1, background);
    }
    width = min(a, b)/4.;
    if (width > 1)
        PaintEllipse(w, left, top, right, bottom, width, background);
}

fn FillCircle(w, cx, cy, R, color) {
    FillEllipse(w, cx-R, cy-R, cx+R, cy+R, color);
}

```
