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);
}
```