
Subject: How to Draw a couple of lines over an ArrayCtrl

Posted by [Ordog](#) on Mon, 24 Jul 2006 03:23:09 GMT

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At a button triggered situation during runtime id like to Draw some Lines forming a graph over an ArrayCtrl.

From other posts in this forum i assume that can be done.

Im assuming that when i omit the DrawRect(rectwithsizeofwindow, color) that is used in the examples paint method that gives me a transparent "canvas" over my mainwindow.

My question now is how do i accomplish that?

First i need a Drawing overlaying my arrayCtrl.

so my headerfile holds

Drawing dw;

From this point im a bit lost in the black magic done by the Draw package

So what exactly does the Paint() method ?

I assume it holds initial values for the canvas. So i defined my Paint method as follows:

```
void myguiclass::Paint(Draw& w) {  
w.DrawDrawing(8, 90, 600, 460, dw);  
}
```

which is (startx, starty, widthx, widthy, thedrawing)

now i got the canvas positioned over my ArrayCtrl... i guess.

Within my triggered function to draw the graph i introduce the drawing by using

DrawingDraw w(600, 460);

where the arguments correlate with the size of my canvas.

from here on i should be able to use

```
w.DrawLine(int x1, int y1, int x2, int y2, int width = 0, Color color = SBlack)(
```

to form my graph linebyline from the coordinates extracted from my dataholding structure and apply the changes by using

```
dw = w;
```

right?

Meanwhile i implemented the above and surprisingly (for me ^^) it compiles.

The Applications Gui got some artifacts though, e.g.

-no background of the main window

So i put in the white rectangle of the example and it shows that the canvas is behind the widgets.

When i trigger the function that initializes the DrawingDraw and uses DrawLine the line is drawn but behind the widgets as expected.

Before i tinker around with this id be pleased if somebody could point me into the right direction

PS: im using a layoutfile can i represent the drawing there somehow? should i use another layout when triggering the draw process?

PPS: i find it a bit confusing that 0,0 is at the upper left corner (i supposed to draw in a carthesian coordinate system so is there a better way to draw my chart in the Draw or some other package?)
