Subject: Painter and viewports
Posted by mdelfede on Sat, 29 Nov 2014 11:30:23 GMT
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Hi, I'm using painter to draw inside a big working area, let's say of 20'000 (millimeters) size, given by a rectangle from (-10000, -10000) to (10000, 10000).
To do this, I write:

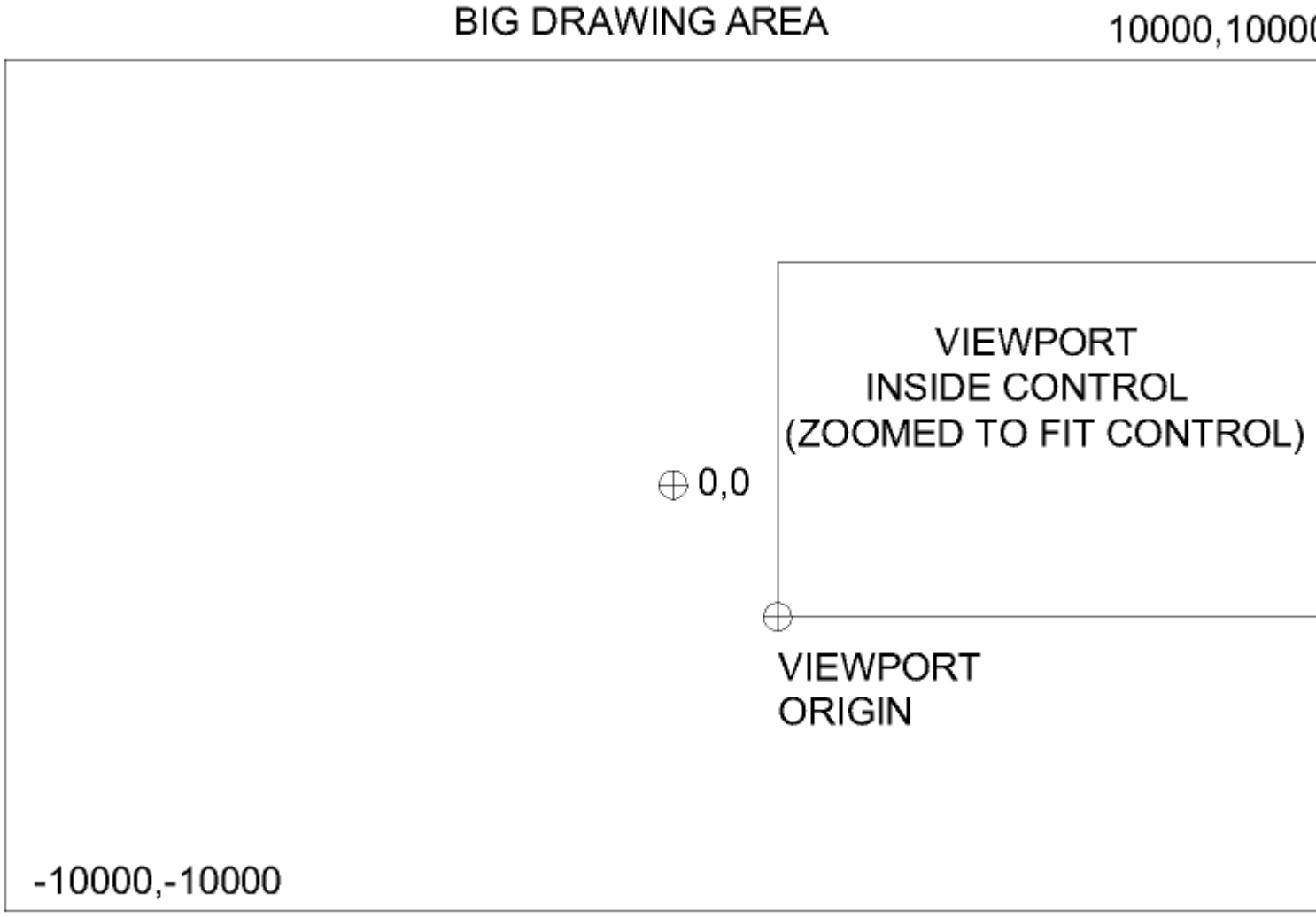
```
PaintingPainter sw(20000, 20000);
sw.Translate(-10000, -10000);
```

I guess it's correct.
Now I want to take a viewport of my big area and display it inside a control, like following picture:

Viewport is given by its origin and a zoom/scale factor.
I can't find a way to do it....

## File Attachments

1) painter-Model.png, downloaded 1172 times


BIG DRAWING AREA
10000,10000
VIEWPORT
INSIDE CONTROL
(ZOOMED TO FIT CONTROL)
0,0
VIEWPORT
ORIGIN
-10000,-10000