Subject: Painter and viewports
Posted by mdelfede on Sat, 29 Nov 2014 11:30:23 GMT

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 850 times