
Subject: Painter and viewports

Posted by [mdefede](#) 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 838 times
