Subject: Re: Painter and viewports
Posted by Didier on Mon, 01 Dec 2014 19:07:09 GMT

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Hello Massimo,

I think Painter and Drawing has all you need.
You don't need to create PaintingPainter sw(20000, 20000); with such a big size.
All you need to do is:

```
PaintingPainter sw(viewPortXsize, viewPortYsize);
sw.Offset(viewportOrigin);
.... paint you're data
sw.end();
```

Ideally you may not even need to allocate a PaintingPainter ==> if Draw interface is sufficient you can reuse the draw instance of the control passed to ViewportCtrl::Paint()

If you really need to use painter, I use the following code (or something close to it), look at GraphDraw::Paint() method (in svn repo).

```
ViewportCtrl::Paint(Draw& w) {
 ImageBuffer ib( Size() ); // Ctrl size
 Upp::Fill( ib.Begin(), bckgColor, ib.GetLength() ); // if you use transparent colors, you will need this
 BufferPainter bp(ib, drawMode);
 bp.Offset(viewportOrigin);
 .... paint you're data
 sw.end();
 DrawImage(0, 0, bp);
}
```

In fact, the data is first drawn to an image (using painter) and then the image is draw to the Ctrl
Not very efficient, but I don't know a better way to achieve this when you use Painter.