

Ugly quick fix:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class PainterImageMapping : public TopWindow {
public:
    typedef PainterImageMapping CLASSNAME;

    PainterImageMapping(){
        Sizeable();
    }

    virtual void Paint(Draw &draw){
        DrawPainter w(draw, GetSize());

        Image img = CreateImage(Size(500, 500), Black());

        // image coordinates
        Pointf iNW(0,0);
        Pointf iNE(img.GetWidth(),0);
        Pointf iSW(0,img.GetHeight());
        Pointf iSE(img.GetWidth(),img.GetHeight());

        w.Clear(White());

        dword flags=FILL_FAST;
        auto Do = [&](const Xform2D xform) {
            w.Fill(img, xform, flags).Stroke(2, img, xform, flags);
        };

        {
            Pointf nw(100,100);
            Pointf ne(700,100);
            Pointf sw(100,700);
            Pointf se(650,750);
            w.Move(nw).Line(ne).Line(se); Do(Xform2D::Map(iNW,iNE,iSE,nw,ne,se));
            w.Move(nw).Line(sw).Line(se); Do(Xform2D::Map(iNW,iSW,iSE,nw,sw,se));
        }
        {
            Pointf nw(700,100);
            Pointf ne(1400,120);
```

```

    Pointf sw(650,750);
    Pointf se(1300,720);
    w.Move(nw).Line(ne).Line(se); Do(Xform2D::Map(iNW,iNE,iSE,nw,ne,se));
    w.Move(nw).Line(sw).Line(se); Do(Xform2D::Map(iNW,iSW,iSE,nw,sw,se));
}
{
    Pointf nw(100,700);
    Pointf ne(650,750);
    Pointf sw(100,1200);
    Pointf se(650,1350);
    w.Move(nw).Line(ne).Line(se); Do(Xform2D::Map(iNW,iNE,iSE,nw,ne,se));
    w.Move(nw).Line(sw).Line(se); Do(Xform2D::Map(iNW,iSW,iSE,nw,sw,se));
}
{
    Pointf nw(650,750);
    Pointf ne(1300,720);
    Pointf sw(650,1350);
    Pointf se(1300,1220);
    w.Move(nw).Line(ne).Line(se); Do(Xform2D::Map(iNW,iNE,iSE,nw,ne,se));
    w.Move(nw).Line(sw).Line(se); Do(Xform2D::Map(iNW,iSW,iSE,nw,sw,se));
}
}
};

GUI_APP_MAIN
{
    PainterImageMapping().Run();
}

```
