
Subject: Re: 2020.1 alpha

Posted by [mirek](#) on Tue, 31 Mar 2020 13:46:59 GMT

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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();
}

```