
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();
}

```
