Subject: Re: keeping fixed x/y ratio in a control
Posted by exolon on Mon, 12 Feb 2007 18:50:14 GMT

Well, this seems to work, but (as almost always with my GUI code) it seems a bit unnecessarily dirty.

Does anyone know a nicer, simpler way of achieving this?

The code sets cx = cy = min(cx, cy), then centres the drawing (graph) in the Ctrl.

```
virtual void Paint(Draw& w) {
   Ctrl::Paint(w);

   // scale/clip drawing to fit control on a x/y = 1 ratio
   Size paneSize = GetSize();
   int cx = paneSize.cx;
   int cy = paneSize.cy;
   if(cx < cy)
      cy = cx;
   else
      cx = cy;

   w.DrawRect(GetSize(), WhiteGray());
   w.DrawDrawing((paneSize.cx - cx)/2, (paneSize.cy - cy)/2, cx, cy, graph);
}
```