Subject: Offset and the clipping stack. How to use?
Posted by mrjt on Tue, 12 Jun 2007 13:47:04 GMT
View Forum Message <> Reply to Message

I'd like to be able to use the following function (from Draw::):
Quote:void Offset(int x, int y)
Creates a new coordinate / clipping entry on top of the stack equal to the previous entry with coordinate origin shifted by (x, y) pixels.

But if this always adds a new entry to the stack, and the stack must end at with the same length as it started, how do you do cumulative offsets?

for example, the code below works because we know how many offsets were pushed:

```
draw.Offset(5, 20);
draw.Offset(5, 20);
draw.Offset(5, 20);
draw.End();
draw.End();
draw.End();
```

But this is not possible if the number of stack pushes is uncertain. Is there a way to either: automatically clear the stack, or add to an offset without pushing on a new stack op?

Cheers,
James