Subject: how to convert view point to logic point
Posted by zouql on Sun, 20 Dec 2020 07:45:46 GMT
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Hi all:
when using Painter's scale/translate/rotate, it convert the user's
point to view point. So when mouse event LeftDown(Point p,dword flags),
the Point p is view point, Is there any way to convert this viewpoint
to user point for user's comparison and judgment logic?

Subject: Re: how to convert view point to logic point
Posted by mirek on Sun, 20 Dec 2020 08:43:51 GMT
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zouql wrote on Sun, 20 December 2020 08:45Hi all:
when using Painter's scale/translate/rotate, it convert the user's
point to view point. So when mouse event LeftDown(Point p,dword flags),
the Point p is view point, Is there any way to convert this viewpoint
to user point for user's comparison and judgment logic?

If you need to handle this in really generic way, I think the best is to use the transformation matrix - Xform2D.

I would probably stopped using scale/translate/rotate and instead created a method that creates Xform2D (by multiplying with Xform2D::Scale, Rotate, Translate), then assign this whole matrix to Painter (using Transform method). Then, to convert view point back, compute Inverse matrix and use Xform2D::Transform...

Subject: Re: how to convert view point to logic point
Posted by zouql on Sun, 20 Dec 2020 08:54:26 GMT
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Thank you, mirek,
The response was quick.
Looking forward to your improvement. :lol:

Subject: Re: how to convert view point to logic point
Posted by mirek on Sun, 20 Dec 2020 12:09:21 GMT
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zouql wrote on Sun, 20 December 2020 09:54Thank you, mirek,
The response was quick.
Looking forward to your improvement. :lol:

Eh, just to be clear, while there are multitudes of improvements of U++ happening now, there is none planned for this particular case - there is a clear solution with existing U++.

By "I would" I mean how I would do it if I was in your place... :)

Mirek
