
Subject: LineDDA

Posted by [unknown user](#) on Thu, 24 Aug 2006 02:45:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Window has a function I think very useful, does Linux have one too?

following code comes from WINE:

```
=====
BOOL WINAPI LineDDA(INT nXStart, INT nYStart, INT nXEnd, INT nYEnd,
                    LINEDDAPROC callback, LPARAM IParam )
{
    INT xadd = 1, yadd = 1;
    INT err, erradd;
    INT cnt;
    INT dx = nXEnd - nXStart;
    INT dy = nYEnd - nYStart;

    if (dx < 0) {
        dx = -dx; xadd = -1;
    }
    if (dy < 0) {
        dy = -dy; yadd = -1;
    }
    if (dx > dy) { /* line is "more horizontal" */
        err = 2*dy - dx; erradd = 2*dy - 2*dx;
        for(cnt = 0; cnt <= dx; cnt++) {
            callback(nXStart, nYStart, IParam);
            if (err > 0) {
                nYStart += yadd;
                err += erradd;
            } else {
                err += 2*dy;
            }
            nXStart += xadd;
        }
    } else { /* line is "more vertical" */
        err = 2*dx - dy; erradd = 2*dx - 2*dy;
        for(cnt = 0; cnt <= dy; cnt++) {
            callback(nXStart, nYStart, IParam);
            if (err > 0) {
                nXStart += xadd;
                err += erradd;
            } else {
                err += 2*dx;
            }
            nYStart += yadd;
        }
    }
    return TRUE;
}
```

}

=====

can U++ provide one?

Subject: Re: LineDDA

Posted by [mirek](#) on Thu, 24 Aug 2006 14:07:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I believe this is too specific to include...

Mirek

Subject: Re: LineDDA

Posted by [unknown user](#) on Thu, 24 Aug 2006 14:22:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Thu, 24 August 2006 10:07I believe this is too specific to include...

Mirek

yes,it does.doesn't matter
