Subject: Create my own Rect for clipping?
Posted by snap2000 on Mon, 15 Jan 2007 20:05:28 GMT
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Hi. I'm trying to create a chess game, and I have my chess pieces laid out in a single png image. My intentions were to simply clip the image to display a particular piece, which I can do fine by putting in the coordinates myself... however, that isn't very practical. It'd be much nicer to be able to use Clip(const Rect&) instead of Clip(int, int, int, int)...

So, I was wondering how I'm supposed to create my own Rect? I noticed in GTypes.h that the Rect template has four Set functions, but I can't seem to be able to use them...

Subject: Re: Create my own Rect for clipping?
Posted by mirek on Mon, 15 Jan 2007 22:37:08 GMT
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Rect r(left, top, right, bottom);

r = RectC(x, y, cx, cy);

r.left = x; r.top = y, r.right = x + cx; r.bottom = y + cy;

.....

Mirek

Subject: Re: Create my own Rect for clipping?
Posted by snap2000 on Tue, 16 Jan 2007 00:55:31 GMT
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Ah! Thank you. I'd forgotten about that. =)