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Subject: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [ajmf77](#) on Fri, 05 Oct 2007 20:00:18 GMT

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Hi:

I am wondering with Draw functionality, but for now, can't know well many of them:

First, for now, how can i use non integer coordinates, like OpenGL, with Draw, and manipulate mouse coordinates for the feedback?

Thanks in advance!

Project Engineer

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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [mirek](#) on Sat, 06 Oct 2007 15:53:02 GMT

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[ajmf77](#) wrote on Fri, 05 October 2007 16:00Hi:

I am wondering with Draw functionality, but for now, can't know well many of them:

First, for now, how can i use non integer coordinates, like OpenGL, with Draw, and manipulate mouse coordinates for the feedback?

Thanks in advance!

Coordinates for Draw are either in screen pixels or "dots" for physical devices like printer. "int" is enough here. Draw is intentionally kept "primitive".

If you are in request of converting other types of coordinates, you need to do that on your own.

Mirek

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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [ajmf77](#) on Sat, 06 Oct 2007 16:34:27 GMT

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Hi:

thanks for your answer. Indeed, I think about this like you answer, and i am very tempted to use the GEOM package. It is usable, anyway? At the time, enough of can i read about this looks impressive, but it is VAST, too.

Any suggestion?

PD: Actually, I want to make an 2D CAD (very simple, also) for modeling plane bar structures (indeed, i am a Structural Engineer), and i need this for complete my own Analisis software.

Thanks!

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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [mirek](#) on Sat, 06 Oct 2007 21:45:33 GMT

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ajmf77 wrote on Sat, 06 October 2007 12:34Hi:

thanks for your answer. Indeed, I think about this like you answer, and i am very tempted to use the GEOM package. It is usable, anyway? At the time, enough of can i read about this looks impressive, but it is VAST, too.

Any suggestion?

PD: Actually, I want to make an 2D CAD (very simple, also) for modeling plane bar structures (indeed, i am a Structural Engineer), and i need this for complete my own Analisis software.

Thanks!

It is definitely usable and maintained, but expect less support...

Search the forum for details.

Mirek

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Subject: Re: how to use non integer coordinates (like OpenGL) with Draw?

Posted by [rylek](#) on Fri, 28 Nov 2008 12:07:37 GMT

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Hi there!

I believe that if you intend to go the 2D CAD way, the Geom module might be of some use to you. The Geom/Draw Plotter object handles affine coordinate transform, the Tool objects (PathTool, AreaTool, MarkTool) can be used to draw some primitive objects using logical (float) coordinates. The PlotterCtrl control in Geom/Ctrl is a generic view control intended exactly for viewing and editing float-based drawing-style data. There is a DragDrop subobject which can be used to implement various mouse operation modes. There are also some murkier areas, like a toolbox for handling geographic coordinate transforms, but perhaps it'll be better to leave that for later. There are also some generic mathematical and computational geometry-related routines like linear equation set solver, complex polygon splitter or Delaunay triangulator. Parts of the stuff don't really belong there and some slowly find their way into Mirek-maintained main trunk .

Regards

Tomas

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