Subject: Geom package status ?
Posted by tlukanov on Tue, 22 Apr 2008 13:36:58 GMT
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Hello,

I've started to make a 2D gis editor.
At this moment I'm using Upp 2007.1 with MinGW on Windows 2000.

The question is what is good starting point implementing the on screen (and printer) render classes.

I think i could do it myself, translating geometry world coordinates to screen coordinates, implementing zoom etc. and only using the U++ Draw class.

Can i use the geom package?

I searched forum, but there is no documentation or examples describing the geom package.
Even on SVN I can't found working version of Geom package.

I found Gertwin questions about Geom, and seems like he have same problems like me.
So what is current status of Geom package and shal I use it in my project ?

Plese help !

Todor

Subject: Re: Geom package status ?
Posted by mirek on Wed, 23 Apr 2008 08:09:47 GMT
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Geom, our nemesis

Well, the problem with Geom is that it contains a lot of tremedously useful code, but it would definitely need some polishing.

Well, I guess, maybe just copy what you find useful into your code. As soon as "final" Geom is available, removing it from your code should not be hard.

Mirek

Subject: Re: Geom package status ?
Posted by tlukanov on Wed, 23 Apr 2008 14:22:02 GMT
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Thank you for fast reply Mirek !

At this moment I'll continue digging into Geom package.
How I can be useful for 'final' Geom ?
I can upload somewhere working Geom, when I finish.
(May be here in forum ?)

By the way, I have some additional extras for Upp, that can be useful for other Upp users.

Where to upload thease pieses of code ?

SORRY for my bad english !
Todor

Subject: Re: Geom package status ?
Posted by mirek on Wed, 23 Apr 2008 15:17:33 GMT
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Bazaar.

Mirek

Subject: Re: Geom package status ?
Posted by tlukanov on Wed, 23 Apr 2008 16:04:43 GMT
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Thanks a lot !

Subject: Re: Geom package status ?
Posted by Atle on Tue, 31 Mar 2009 15:59:45 GMT
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In this last time I have learned the basic of the use of Ultimate++, I really liked a lot in comparison with others. Now I am interested in making a GIS. I have seen for myself and also here in the forum that the package GEOM has difficulties, however, I have also read of people that have been able to work with the package GEOM (PlotterCtrl, ...), with files of vectorial images as *. shp and others. I don't know as they have made it, if they have modified, added or removed files. They could please help me.
Thank you.

Subject: Re: Geom package status ?
Posted by mirek on Wed, 01 Apr 2009 15:44:05 GMT

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You might want to know there is a new player on the field:

Painter

Mirek

Subject: Re: Geom package status ?
Posted by Atle on Fri, 03 Apr 2009 14:03:00 GMT
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Thank you very much for your answer, try it. Thanks again.

Subject: Re: Geom package status ?
Posted by Atle on Wed, 22 Apr 2009 15:37:30 GMT
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Hello Mirex, and tried Painter, is very good. But it seems not to have certain characteristics which have to handle elements Geom GIS, it will later? Or should I only have these particular characteristics Geom. Thank you.

Subject: Re: Geom package status ?
Posted by mirek on Thu, 23 Apr 2009 14:19:09 GMT
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Atle wrote on Wed, 22 April 2009 11:37Hello Mirex, and tried Painter, is very good. But it seems not to have certain characteristics which have to handle elements Geom GIS, it will later?

Hm, like what? (I am not that much into GIS, but I believe there is not much GIS stuff in Geom).

Mirek

Subject: Re: Geom package status ?
Posted by gertwin on Thu, 23 Apr 2009 20:20:43 GMT
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Atle wrote on Wed, 22 April 2009 17:37Hello Mirex, and tried Painter, is very good. But it seems not to have certain characteristics which have to handle elements Geom GIS, it will later? Or should I only have these particular characteristics Geom. Thank you.

Do you mean a control that can paint sdo_geometry structs?

Subject: Re: Geom package status ?
Posted by Atle on Wed, 29 Apr 2009 15:15:57 GMT
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Sorry if I am wrong. I am referring to what Rylek mentioned:

"...
geom - various 2D and 3D analytic geometry calculations, linear equation set solver, Delaunay triangulator, generic polygon rasterizer

geom/Coords - utilities for geographic coordinate transform calculations; several coordinate systems have already been implemented, unfortunately (for evident reasons) mostly systems used in the middle Europe.

geom/Draw - linear & bilinear image warping (imgtran), floating-point based drawing tools (plotter), generic patterned line drawing (pathDraw)

geom/Ctrl - Ctrl-related stuff, most important is PlotterCtrl which is a zoomable view to a physical floating-point-based world
..."

Atle.

Subject: Re: Geom package status ?
Posted by mirek on Wed, 29 Apr 2009 18:16:03 GMT
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Atle wrote on Wed, 29 April 2009 11:15Sorry if I am wrong. I am referring to what Rylek mentioned:

"...
geom - various 2D and 3D analytic geometry calculations, linear equation set solver, Delaunay triangulator, generic polygon rasterizer

geom/Coords - utilities for geographic coordinate transform calculations; several coordinate systems have already been implemented, unfortunately (for evident reasons) mostly systems used in the middle Europe.

geom/Draw - linear & bilinear image warping (imgtran), floating-point based drawing tools (plotter), generic patterned line drawing (pathDraw)

geom/Ctrl - Ctrl-related stuff, most important is PlotterCtrl which is a zoomable view to a physical

floating-point-based world
..."

Atle.

Painter basically provides better equivalent of geom/Draw.

Mirek
