Subject: DrawArc bug ?
Posted by mdelfede on Sun, 06 Jul 2008 14:56:12 GMT
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Here is an arc (look at the outermost one, for example...) which is drawn by

```
DrawArc(
   Rect(11, 58, 291, 338),
   Point(274, 130),
   Point(27, 130)
);
```

Where the center point is Point(151, 198).

It's obvious what I want to get, and it's also obvious that I don't !
The circle is correct, I mean the center and radius are right, just start and endpoint are mistaken.

Max

File Attachments

1) DrawArc.jpg, downloaded 863 times

Subject: Re: DrawArc bug ?
Posted by mdelfede on Sun, 06 Jul 2008 15:52:53 GMT
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Well, a problem, a solution !

In DrawOpX11.cpp, from line 297 :

```
void Draw::DrawArcOp(const Rect& rc, Point start, Point end, int width, Color color)
{
 DrawLock __;
 XGCValues gcv, gcv_old;
 XGetGCValues(Xdisplay, GetGC(), GCForeground, &gcv_old);
 Point offset = GetOffset();
 gcv.foreground = GetXPixel(color);
 XChangeGC(Xdisplay, GetGC(), GCForeground, &gcv);
 Point centre = rc.CenterPoint();
 int angle1 = fround(360 * 64 / (2 * M_PI) *
                 atan2(centre.y - start.y, start.x - centre.x));
 int angle2 = fround(360 * 64 / (2 * M_PI) *
                 atan2(centre.y - end.y, end.x - centre.x));
 if(angle2 <= angle1)
  angle2 += 360 * 64;
 angle2 -= angle1;
```

```
 XDrawArc(Xdisplay, GetDrawable(), GetGC(), rc.left + offset.x, rc.top + offset.y,
  rc.Width(), rc.Height(), angle1, angle2);
 XChangeGC(Xdisplay, GetGC(), GCForeground, &gcv_old);
}
```

The arguments of atan2 where reversed (y must be first...) and the angle2 must be relative to angle1.

Here attached the (right) resulting picture... still a small glitch due to rounding, but ok.

Ciao

Max

File Attachments

1) DrawArc2.jpg, downloaded 825 times

Subject: Re: DrawArc bug ?
Posted by mdelfede on Mon, 07 Jul 2008 22:18:16 GMT
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still not in uvs... updated on svn.

Ciao

Max