
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 661 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 627 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
