Subject: why not state oriented?
Posted by amando1957 on Sat, 31 Jan 2009 14:18:34 GMT
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Hi to all!

In the manual about Draw I've read the *state oriented* approach were not reality here, you devs will rather prefer args instead (alike with FileOut the put32le() etc.).

I always have considered the states less cumbersome, and it results in a less number of args.
I will often call the paintLine() a lot of times, but the lines are always blue and have 4 pixels, then I can surround a rect with the same one.
Setting a var of my class I have always a "current state", hardly to avoid.

At the Apple you set a pen you can use subsequent, until you set a new one again. The "graphics context", as they call it, is treatened similar. Thats basically like at WIN-GDI (though these two systems have obvious differences for devs).
At the Apple they are also not starters there, so it seems a question of taste.

What is the advantage of using args instead?
OK, I'm spared of calling set-get-functions all the time, thats one thing after all, so the one call will do in some cases.

Martin

Subject: Re: why not state oriented?
Posted by mirek on Sun, 01 Feb 2009 17:42:22 GMT
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Martin

Well, I guess there is no really strong argument for either side.

I guess it rather depends on what you want to do. For drawing widgets, context-less approach is better, as in fact only operations required are DrawText, DrawImage and DrawRect. Mostly for all of them, passing arguments is quite simple while maintaining the context logic is a bit more complicated.

Mirek
