Subject: How to rotate an image
Posted by forlano on Wed, 03 Jun 2009 12:21:53 GMT
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Hello,

this is the QtfDrawing reference package:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 DrawingDraw dw(100, 100);
 dw.DrawRect(0, 0, 100, 100, White);
 dw.DrawEllipse(10, 10, 80, 80, Red, 5, Blue);
 dw.DrawRect(50, 50, 50, 50, Yellow);
 QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(500, 500), Size(500, 500)));
 String qtf;
 qtf << "[A6 This is some drawing in QTF: " << pict << "&";
 qtf << "[C3*@B And now in the table: {{1:1 " << pict << ":: Another cell " << pict << "}}";
 PromptOK(qtf);
}
```

I want to show the created picture rotated of 180 degree (2 right angle). I can't find a straight way to operate on dw or pict. Any suggestion? Maybe I must exchange the pixel one by one?

Thanks,
Luigi

Subject: Re: How to rotate an image
Posted by mr_ped on Wed, 03 Jun 2009 12:55:35 GMT
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In Draw/ImageOp.h there are:

```
Image RotateClockwise(const Image& img);
Image RotateAntiClockwise(const Image& img);
Image MirrorHorz(const Image& img);
Image MirrorVert(const Image& img);
Image Rotate(const Image& m, int angle);
```

But I can't find any documentation about it anywhere, I just use it in my own code (the RotateClockwise one) and it works, maybe it will help you too.

I can't see anything else in draw about rotating of full image or drawdraw, which doesn't make sense a little bit, when we speak about vector components like DrawingDraw, maybe some global transform matrix would be nice touch there.
But if I recall it correctly, Mirek prefer's Draw in stateless way, so setting up "view matrix" would not work, maybe some convert function: DrawingDraw TransformDrawingDraw(const DrawingDraw & w, const [transformmatrixtype] & tm); ??
But for example Clipping operation does set state of Draw, sooo ... well. I didn't work with these things for long time, so I'm not sure what to think about it and what would be a proper way to go.

Subject: Re: How to rotate an image
Posted by mirek on Wed, 03 Jun 2009 17:06:29 GMT
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You might want to check Painter.

E.g. examples/PainterExamples.

Mirek

Subject: Re: How to rotate an image
Posted by forlano on Thu, 04 Jun 2009 16:08:51 GMT
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mr_ped wrote on Wed, 03 June 2009 14:55In Draw/ImageOp.h there are:
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Image MirrorHorz(const Image& img);
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Thanks. To use them I moved on ImageDraw. Painter seems to complicated because I need to include the rotated image and its original in a qtf document.
Please let me ask one more question:

In
ImageDraw iw(1200, 1000);
if iw is printed on the screen the numbers are pixel?
If I create a qtf object with

```
QtfRichObject pict( CreateImageObject(iw, 1200, 1000) ) ;
String qtf;
qtf << "[A6 This is some drawing in QTF: " << pict << "&";
```

```
 PromptOK(qtf);
```

I see a smaller size. How the image is scaled in the qtf units?

Thanks a lot,
Luigi

Subject: Re: How to rotate an image
Posted by mirek on Thu, 04 Jun 2009 19:42:41 GMT
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forlano wrote on Thu, 04 June 2009 12:08mr_ped wrote on Wed, 03 June 2009 14:55In Draw/ImageOp.h there are:

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Image RotateAntiClockwise(const Image& img);
Image MirrorHorz(const Image& img);
Image MirrorVert(const Image& img);
Image Rotate(const Image& m, int angle);
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 ImageDraw iw(1200, 1000);
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    QtfRichObject pict( CreateImageObject(iw, 1200, 1000) ) ;
    String qtf;
    qtf << "[A6 This is some drawing in QTF: " << pict << "&";
 PromptOK(qtf);
```

I see a smaller size. How the image is scaled in the qtf units?

Well, generally, scaling factor varies

In the case of Prompt, scaling is defined by

Zoom GetRichTextStdScreenZoom()

```
{
 return Zoom(Ctrl::HorzLayoutZoom(96), 600);
}
```

Mirek
