Subject: Painter DrawLine proposal
Posted by koldo on Sat, 21 Nov 2009 13:56:43 GMT
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Hello Mirek

Now Painter function DrawLine is shifted to the South East.

```
void Painter::DrawLineOp(int x1, int y1, int x2, int y2, int width, Color color)
{
 double h = width / 2;
 Move(x1 + h, y1 + h);
 Line(x2 + h, y2 + h);*/
 DrawLineStroke(width, color);
}
```

However Draw DrawLine function is centered to the axis x1, y1 and x2, y2.

I propose you to have the same behavior in both so the Painter function would be:

```
void Painter::DrawLineOp(int x1, int y1, int x2, int y2, int width, Color color)
{
 Move(x1, y1);
 Line(x2, y2);
 DrawLineStroke(width, color);
}
```

This way the code for a control in a .usc file is valid in a .cpp file. And the behavior in Painter is more natural.

What do you think ?

Best regards
Koldo

Subject: Re: Painter DrawLine proposal
Posted by mirek on Sun, 22 Nov 2009 22:05:26 GMT
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Yes. Applied. Not sure what I was thinking...

Mirek