Subject: Painter DrawLineStroke proposal
Posted by koldo on Wed, 02 Dec 2009 07:49:01 GMT
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Hello Mirek

Very recently there have been a change in DrawLineStroke() so that from now all lines are rounded. All previous calls to LineCap() are useless:

```
void Painter::DrawLineStroke(int width, Color color)
{
	Begin();
	LineCap(LINECAP_ROUND);   <<=== Line added
	switch(width) {
		case PEN_NULL:
			Stroke(0, color);
			End();
			return;
		case PEN_SOLID:
			Stroke(1, color);
			break;
		case PEN_DASH:
			Dash("18 6");
			break;
		case PEN_DOT:
			Dash("3 3");
			break;
		case PEN_DASHDOT:
			Dash("9 6 3 6");
			break;
		case PEN_DASHDOTDOT:
			Dash("9 3 3 3 3 3");
			break;
	default:
		Stroke(width, color);
		End();
		return;
	}
	Stroke(1, color);
	End();
}
```

It would be good if you could remove that line

Best regards
Koldo

Subject: Re: Painter DrawLineStroke proposal
Posted by mirek on Fri, 04 Dec 2009 07:16:53 GMT
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koldo wrote on Wed, 02 December 2009 02:49Hello Mirek

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	default:
		Stroke(width, color);
		End();
		return;
	}
	Stroke(1, color);
	End();
}
```

It would be good if you could remove that line

Best regards
Koldo

This is to improve the similarity of Painter and host platform Draw. Win32 basic line draw has caps

rounded...

If you need full control, please use Painter API.

Mirek

Subject: Re: Painter DrawLineStroke proposal
Posted by koldo on Fri, 04 Dec 2009 08:37:50 GMT
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Hello Mirek

So do I have to do this?:

```
void MyClass::Paint(Draw& drw)
{
 Size sz = GetSize();
 ImageBuffer ib(sz);
 BufferPainter w(ib);
 w.Clear(RGBAZero());

 w.LineCap(LINECAP_BUTT);

 if (MY_ACTUAL_IMPLEMENTATION)
  w.DrawLine(0, 0, 20, 20, 5, Black()); // w.LineCap(LINECAP_BUTT) does nothing
 else {   // Proposed implementation
  w.Move(0, 0);
  w.Line(20, 20);
  w.Stroke(5, Black());
 }

 drw.DrawImage(0, 0, ib);
}
```

I mean I cannot use DrawLine() and instead I have to use Move().Line.Stroke().

Best regards
Koldo

Subject: Re: Painter DrawLineStroke proposal
Posted by mirek on Fri, 04 Dec 2009 10:01:23 GMT
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Yes.
