Subject: How to know if I am drawing on screen? Posted by chickenk on Tue, 09 Mar 2010 08:49:46 GMT

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Hi,

I'd like to know the best way to get information, whether my draw object will draw on screen or on an image, for example.

```
I saw somewhere such code:
func(Draw& w)
{
  if(w.IsGui())
  ... // We are on screen
  else
  ... // other cases
}
```

But after looking deeper, IsGui() is true on Windows with GDI, but is false under X11 (See implementation of SystemDraw::GetInfo()).

So I suspect this is not the right way... What is better?

Thanks Lionel

Subject: Re: How to know if I am drawing on screen? Posted by mrjt on Tue, 09 Mar 2010 10:49:16 GMT

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I don't think there is a specific way to do this. The idea is that you shouldn't care.

Maybe you could do:

```
if (dynamic_cast<SystemDraw>(&w)) {
    // Drawing to screen
}
else {
    // Drawing to some kind of buffer
}
```

Subject: Re: How to know if I am drawing on screen? Posted by chickenk on Tue, 09 Mar 2010 10:59:50 GMT

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mrjt wrote on Tue, 09 March 2010 11:49I don't think there is a specific way to do this. The idea is that you shouldn't care.

Maybe you could do:

```
if (dynamic_cast<SystemDraw>(&w)) {
 // Drawing to screen
}
else {
 // Drawing to some kind of buffer
}
```

Thanks, good idea. I used dynamic_cast<SystemDraw*>(&w).

I agree that I should not care but in fact, this is not my code. I am trying to get antialiasing to work correctly for the Scatter control from Bazaar.

regards, Lionel