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

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

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

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