Subject: Get Rectf of something painted
Posted by koldo on Sat, 13 Aug 2011 17:16:25 GMT
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Hello Mirek

Is it possible to get the area where something has to be painted?

The question is simple to answer when drawing lines or ellipses, but no so simple when drawing Painter::Path() that uses Beziers.

Thank you.

Subject: Re: Get Rectf of something painted
Posted by mirek on Sun, 14 Aug 2011 04:41:14 GMT
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koldo wrote on Sat, 13 August 2011 13:16Hello Mirek

Is it possible to get the area where something has to be painted?

The question is simple to answer when drawing lines or ellipses, but no so simple when drawing Painter::Path() that uses Beziers.

Thank you.

At the moment, no support in Painter.

However, if I remember theory well, bounding box of all points of Bezier should be bounding box of the curve...

In other words, Painter shape is inside bounding box of all points that constitute it.

Mirek

Subject: Re: Get Rectf of something painted
Posted by koldo on Sun, 14 Aug 2011 08:10:33 GMT
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Thank you Mirek for your answer

I do not know where is the bounding box of a Painter.

Looking at ApproximateQuadratic() and ApproximateCubic() it seems all painting shapes are reduced to lines stored in a LinearPathConsumer called rasterizer.

However I am lost when following Painter rendering process.

Subject: Re: Get Rectf of something painted
Posted by mirek on Mon, 15 Aug 2011 02:03:54 GMT
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koldo wrote on Sun, 14 August 2011 04:10Thank you Mirek for your answer

I do not know where is the bounding box of a Painter.

Looking at ApproximateQuadratic() and ApproximateCubic() it seems all painting shapes are reduced to lines stored in a LinearPathConsumer called rasterizer.

However I am lost when following Painter rendering process.

Well, from this reply I guess I was not specific enough. I do not mean all points of curve (or shape), but only those points you use to define it (3 points for quadratic, 4 for cubic).

Resulting bounding box would be larger than necessarry, but it might not be a problem in most cases.

Mirek