Subject: Clipping region
Posted by bushman on Fri, 27 Jul 2012 13:09:13 GMT

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AFAIK, Painter::Clip() clips drawing done outside a given region. Is there a way of clipping anything drawn inside the region instead?
Similar to

Painter sw;
...
sw.Circle(x, y, radius).Clip();
, which clips any drawing made outside Circle,
but clipping off anything drawn inside Circle instead?

Tks.

Subject: Re: Clipping region
Posted by mirek on Fri, 27 Jul 2012 14:59:19 GMT

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kropniczki wrote on Fri, 27 July 2012 09:09AFAIK, Painter::Clip() clips drawing done outside a given region. Is there a way of clipping anything drawn inside the region instead?
Similar to

Painter sw;
...
sw.Circle(x, y, radius).Clip();
, which clips any drawing made outside Circle,
but clipping off anything drawn inside Circle instead?

Tks.

Well, as you can turn any shape into Clip, it is only a matter of drawing a rectangle with hole

Mirek

Subject: Re: Clipping region
Posted by bushman on Sun, 29 Jul 2012 01:41:53 GMT

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Quote:Well, as you can turn any shape into Clip, it is only a matter of drawing a rectangle with hole
I'm afraid I don't follow you. This probably explains why I haven't figure out yet a way of doing it myself. So, may I ask you, how do I draw a rectangle with a hole and then clip off anything drawn outside the rectangle and inside the hole (=circle?)?

Thank you Mirek!

Subject: Re: Clipping region
Posted by mirek on Sun, 29 Jul 2012 07:48:58 GMT
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```
void Paint(Draw& w) {
 Size sz = GetSize();
 DrawPainter sw(w, GetSize());
 sw.Clear(White());
 sw.Rectangle(-10000, -10000, 20000, 20000)
   .Circle(300, 100, 95)
   .EvenOdd().Clip();
 sw.DrawText(0, 0, "XXXXXXXXXX", Arial(300));
}
```

Subject: Re: Clipping region
Posted by bushman on Sun, 29 Jul 2012 23:27:52 GMT
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I'd done it basically just like you suggest, except that I never thought of including the EvenOdd() call in the code, since I honestly do not know what it does yet. Anyway, the code surely works now, which is great!
Ok, great help, thanks!!

Subject: Re: Clipping region
Posted by mirek on Mon, 30 Jul 2012 04:00:59 GMT
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kropniczki wrote on Sun, 29 July 2012 19:27I'd done it basically just like you suggest, except that I never thought of including the EvenOdd()

Google for "winding rule".

Mirek