
Subject: flexibelize RectTracker, only works TopLeft -> BottomRight

Posted by [kohait00](#) on Wed, 10 Oct 2012 19:23:26 GMT

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RectTracker should be able to track the Rect in any direction, after all a Rect can be Normalize()ed at the end.

Could this be possible?

i couldnt figure out how to fix it quickly.

cheers and thanks all

Subject: Re: flexibelize RectTracker, only works TopLeft -> BottomRight

Posted by [Didier](#) on Wed, 10 Oct 2012 21:56:31 GMT

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I currently use RectTracker and it works perfectly in any direction

The code I use is the following (GraphCtrl L330):

```
// SELECT ZOOM
```

```
RectTracker tracker(*this);
```

```
Rect selectedZoomArea = tracker.Track( RectfC(p.x,p.y,0,0), ALIGN_NULL, ALIGN_NULL);
```

Subject: Re: flexibelize RectTracker, only works TopLeft -> BottomRight

Posted by [kohait00](#) on Thu, 11 Oct 2012 13:03:48 GMT

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i apologize ofically for placing such a dumb question

thanks

Subject: Re: flexibelize RectTracker, only works TopLeft -> BottomRight

Posted by [Didier](#) on Thu, 11 Oct 2012 19:00:16 GMT

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Everyone sends a glorious post from time to time, even the best

Subject: Re: flexibelize RectTracker, only works TopLeft -> BottomRight

Posted by [koldo](#) on Sun, 14 Oct 2012 13:23:56 GMT

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me too.
