Subject: How to Draw without overriding Paint?
Posted by lectus on Sat, 19 Jan 2013 23:01:31 GMT

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Is it possible to call functions like DrawLine outside of the Paint method?

For example after the TopWindow is already running, I want to call DrawLine at the click of a button.

Thanks

Subject: Re: How to Draw without overriding Paint?
Posted by dolik.rce on Sun, 20 Jan 2013 09:25:10 GMT

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lectus wrote on Sun, 20 January 2013 00:01Is it possible to call functions like DrawLine outside of the Paint method?

For example after the TopWindow is already running, I want to call DrawLine at the click of a button.

Thanks
Hi lectus,
Simplest way to do this is to have Image member in your class and draw in it using ImageDraw on the user action. Then, when Painting, just paint the image on the screen. Simple example for this:#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {
 Image img;

 virtual void Paint(Draw& w) {
  w.DrawImage(0, 0, img);
 }

 virtual void LeftDown(Point p, dword keyflags){
  //draw a circle on mouse click
  int r = Random(200);
  RGBA c = Color(Random(255),Random(255),Random(255));
  ImageDraw w(GetSize());
  w.DrawRect(GetSize(), SBlack());
  w.DrawEllipse(p.x-r/2, p.y-r/2, r, r, c);
  img = w;
  Refresh();
 }

```
App() {
  Size sz(400,400);
  SetRect(0,0,sz.cx,sz.cy);
  ImageDraw w(sz);
  w.DrawRect(sz, SBlack());
  img = w;
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

Another way to do this is to store the info of the user action and than paint do the drawing i Paint based on this info. For example of this have a look a examples/Scribble.

Best regards,
Honza

Subject: Re: How to Draw without overriding Paint?
Posted by lectus on Sun, 20 Jan 2013 13:15:08 GMT
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Thank you!
It works!

Let's see if I got the logic right:

1) You create a Image object as member of the class so it lasts while TopWindow lasts.

2) You draw this Image object on Paint reserving its position.

3) On any event, like the click of the button you use ImageDraw to draw anything and finally you assign it to the Image object to show it on the screen, and finally call Refresh() to update the window.

Subject: Re: How to Draw without overriding Paint?
Posted by dolik.rce on Sun, 20 Jan 2013 14:37:31 GMT
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lectus wrote on Sun, 20 January 2013 14:15Thank you!
It works!

Let's see if I got the logic right:

1) You create a Image object as member of the class so it lasts while TopWindow lasts.

2) You draw this Image object on Paint reserving its position.

3) On any event, like the click of the button you use ImageDraw to draw anything and finally you assign it to the Image object to show it on the screen, and finally call Refresh() to update the window.
Yes, just like that