
Subject: Re: Object Rubberband Selection Box
Posted by [wrb1000](#) on Wed, 26 Apr 2000 07:00:00 GMT
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In article <MPG.1370a487f83b9267989af0@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:

>
> Uh, just to clarify, you will NOT find any SET_GRAPHICS_FUNCTION
> calls in any code I provide. :-)

That is true. The decision was made to include the
SET_GRAPHICS_FUNCTION because, depending on the content of the
underlying image, the bounding box might be difficult to
view. The color table is also being manipulated as part of an
image enhancement feature. An inverted bounding box gave the most
consistent visible results.

>
> I really don't care for that technique because I don't think
> it looks "professional" on many computers.

Adobe and many other MSWIN app companies do not share this opinion.

> I always use a DEVICE, COPY technique for drawing on graphics plots
> that use direct graphics.

Yes - it would be much more difficult to implement this application
without that.

>
> Just didn't want my reputation besmirched more than it has
> been lately. :-)
>

Of course :)

-Bill B.

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"They don't think it be like it is, but it do."

Oscar Gamble, NY Yankees

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