
Subject: Re: Ongoing Object Graphics Quest
Posted by [Martin Downing](#) on Mon, 19 Nov 2001 12:12:08 GMT
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"Martin Downing" <martin.downing@ntlworld.com> wrote in message
news:BY4K7.10623\$tm3.1406304@news11-gui.server.ntli.net...

> Hi David,

>

> Nice program, however I noticed two things you might want to change if
your

> not tired of the project yet :)

> 1) The rubber band currently includes the next pixel above and to the
right

> of the defined area.

Oh I see - its actually the other way round. The drawn rubber band, defined
as "theBox", does not draw round the top-right corner of the top right
pixel.

You could round this up like for instance:

```
box_x0 = min([info.xs, info.xd])
box_x1 = max([info.xs, info.xd])+1
box_y0 = min([info.ys, info.yd])
box_y1 = max([info.ys, info.yd])+1
```

```
box[0,*] = [box_x0,box_x1,box_x1,box_x0,box_x0]
box[1,*] = [box_y0,box_y0,box_y1,box_y1,box_y0]
```

```
info.theBox->SetProperty, Data=box
```

Very helpful reading though, will definitely help if I go to full object
graphics for my 2D viewers

cheers

Martin
