
Subject: Re: border around draw widget

Posted by [Rick Towler](#) on Mon, 09 Oct 2006 22:32:43 GMT

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JD Smith wrote:

> On Thu, 28 Sep 2006 10:17:24 -0700, Rick Towler wrote:

>

>> I think we have strayed way off on this one... While JD's suggestion is
>> clever, from a usability perspective I don't think it is as effective as
>> a colored border or a color shift of the image. And adding a border is
>> trivial.

>

> Yes, trivial, unless you need all pixels for drawing. Yes, you could just
> draw over the top of the image, assuming the loss of a few pixels around
> the edge is irrelevant. Otherwise, the base-on-base trick might be worth
> it, to keep your drawing code simple (...I have a canvas which is 248x248
> pixels if selected, or 256x256 otherwise...).

I was purposefully keeping it as simple as possible, but that's a good point. If I were doing this I would either add a semi-transparent border (via compositing, not using oplot) or shift the color. And if I really needed every pixel to be displayed unadulterated, I would just add a black border around the image and draw the border there. All options that *I* think are relatively simple.

I like the using color to provide additional feedback but one can apply the technique that best suits the requirements.

-Rick
