Subject: data coordinates thickness
Posted by Helder Marchetto on Wed, 18 Feb 2015 15:46:15 GMT
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Hi,
I'm drawing objects (polygon(), ellipse(), polyline()) on an image. The image has a specific data coordinates.
I *assume* that the thickness of a line is defined in device coordinates. Is there a way to get the thickness of a line in data coordinates?
Of course an approximation would be enough.

One way, would be to use the ConvertCoord method as such:

```
zero = obj->ConvertCoord(0, 0, /data, /to_device)
one  = obj->ConvertCoord(dataThickness, 0, /data, /to_device)
deviceThickness = one[0]-zero[0]
```

The assumption behind this is that the thickness is drawn in device coordinates. I guess this might be true for non zero values of the thickness (hairline) and maybe even for thicknesses of 1.

Can anybody confirm or correct the above statements?

Thanks,
Helder

Subject: Re: data coordinates thickness
Posted by Helder Marchetto on Wed, 18 Feb 2015 16:27:45 GMT
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On Wednesday, February 18, 2015 at 4:46:20 PM UTC+1, Helder wrote:
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> Thanks,
> Helder

I just noticed that the maximum thickness is 10 (pixels?)... darn... I need something else and it's going to be difficult. Why limit to 10?

Cheers,
Helder

Subject: Re: data coordinates thickness
Posted by chris_torrence@NOSPAM on Wed, 18 Feb 2015 18:15:24 GMT
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On Wednesday, February 18, 2015 at 9:27:48 AM UTC-7, Helder wrote:
> On Wednesday, February 18, 2015 at 4:46:20 PM UTC+1, Helder wrote:
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> I just noticed that the maximum thickness is 10 (pixels?)... darn... I need something else and it's going to be difficult. Why limit to 10?
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> Cheers,
> Helder

Hi Helder,
I'm not sure why the maximum is 10. Maybe because no one ever asked for more? Anyway, a better solution might be to use a polygon if you want to draw a really "thick" line. That way you have total control over the coordinates, and you can use things like ConvertCoord to calculate the

thickness.
-Chris