

Technical Note QD11

Pictures and Clip Regions

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This note describes a problem that affects creation of QuickDraw pictures.

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Introduction

When a `GrafPort` is created, the fields in the `GrafPort` are given default values; one of these is the clip region, which is set to the rectangle `(-32767, -32767, 32767, 32767)`. If you create a picture, then call `DrawPicture` with a destination rectangle that is not the same size as the `picFrame` without ever changing the default clip region, nothing will be drawn.

When the picture frame is compared with the destination rectangle and the picture is scaled, the clip region is scaled too. In the process of scaling, the clip region you end up overflowing and becomes empty, and your picture doesn't get drawn. If you call `ClipRect(thePort^.portRect)` before you record the picture, the picture will be drawn correctly. The clipping on the destination port when playing back the picture is irrelevant: once a picture is incorrectly recorded, it is too late.

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References

QuickDraw

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