MiscHitPath

Inherits From: MiscUserPath
Declared In: MiscHitPath.h

Class Description

MiscHitPath is a subclass of MiscUserPath and manages a user path representing a square, the *hit detection square*.

paste.eps ¬

Instances of MiscHitPath are used for hit detection of an MiscUserPath instance (for example when a **mouseDown:** event occured in a drawing view).   A hit detection is made by sending an instance of MiscHitPath the message **hit:path:** with the hit operation and the user path to be detected as arguments.   The message returns YES if the hit path and the user path intersect.   For example the **mouseDown:** method of a view first moves the hit path to the point where the mouseDown event occured with the message **moveTo:**, if the view is scaled scales the hit path with **scaleWith:** to reflect the original square width and then sends **hit:path:**.

An MiscHitPath instance minimizes the communication with the window server by first checking if the bounding rectangles of the user path and the hit path intersect and only if they do sends the two paths with one of the operators *dps_inufill, dps_inueofill or dps_inustroke* to the window server.

Instance Variables

float **hitWidth**;

hitWidth   Width of the hit detection square

Method Types

Allocating and initializing   - initWithWidth:

Hit detection   - hit:path:

Manipulating hit path   - moveTo:
                                     - scaleWith:
                                     - width
                                     - setWidth:

Instance Methods

hit:path:
   - (BOOL)**hit:**(int)*op* **path:**(MiscUserPath *)*aPath*

Performs a hit detection on path *aPath*.   Returns YES if the path of the receiver and *aPath* intersect.   *op* should be one of *dps_inufill, dps_inueofill or dps_inustroke*.

initWithWidth:
   - **initWithWidth:**(float)*width*

Initializes a newly allocated instance of MiscHitPath with the width   of the hit detection square set to *width*.

moveTo:
   - (void)**moveTo:**(NSPoint)*p*

Moves the receiver to point *p*.   The point *p* will be in the middle of the hit detection square.

scaleWith:

    - (void)**scaleWith:**(float)*aScale*

Scales the hit path with *aScale*.   The middle of the hit detection square stays the same.

setWidth:

    - (void)**setWidth:**(float)*width*

Sets the width of the hit detection square to *width*.   The middle of the hit detection square stays the same.

width

    - (float)**width**

Returns the width of the hit detection square.