

FIRST - Bug #3878

Need to allow selection rectangles to be drawn in directions other than top-left to bottom-right

03/10/2009 12:34 PM - Ryan McFall

Status:	Resolved	Start date:	03/10/2009
Priority:	Normal	Due date:	
Assignee:	Ryan McFall	% Done:	0%
Category:	parser	Estimated time:	0.00 hour
Target version:	client-prototype	Spent time:	0.00 hour
Bugzilla-Id:	3878		
Description			
Currently the code in edu.msu.first.parser.gui.SelectorLayer always assumes that the selection is being drawn from the top left corner to the bottom-right corner. We need to support other directions to allow more flexible selection.			

History

#1 - 05/08/2009 05:11 AM - Ryan McFall

This seems to be implemented correctly now; changes were made to SelectorLayer.DrawNewRectangle.

Right now resizing doesn't allow the same behavior, but I think that is OK.

#2 - 03/27/2013 02:24 PM - Redmine Admin

Original Bugzilla ID was 3878