Reste.cs; 19.10.2016.

Aus "Rect\_Central", Schleife "for (int X…

xx = ((double)X - P0X) \* Math.Cos(phiY) + width / 2 ;

yy = ((double)Y - P0Y) \* Math.Cos(phiX) + height / 2 ;

//double Z = F - CX \* (xx - width / 2) - CY \* (yy - height / 2);

double Z = F - CX \* (xx - width / 2) - CY \* (yy - height / 2);

//fx = width / 2 + F \* (xx - width / 2) / (CX \* (xx - width / 2) + CY \* (yy - height / 2) + F);

fx = (width / 2 + F \* (xx - width / 2) / Z); // \*1.07;

fy = (height / 2 + F \* (yy - height / 2) / Z); // - (double) X / 190.9) \*1.07;

x = (int)(fx + 0.5); // -30;

y = (int)(fy + 0.5); // +70;

if (X == 0 && Y == 0)

cof = P0X + P1X;

//if ((X == 0 || X == Result.width - 1) && (Y == 0 || Y == Result.height - 1))

if (X == P0X && Y == P0Y)

{

MessageBox.Show("X=" + X + " Y=" + Y + " xx=" + xx + " fx=" + fx);

cof = fx;

}

Die Parameter der Gleichungen am 21.10.2016 um 5:50.

Wahrscheinlich ohne Veränderungen.

for (int i = 0; i < 4; i++)

{

A = B = C = D = 0.0;

A = (F / (v[i].X - width / 2) - CX);

B = -CY;

C = width / 2 \* F / (v[i].X - width / 2) - CX \* width / 2 - CY \* height / 2 + F;

D = -CX;

E = (F / (v[i].Y - height / 2) - CY);

G = height / 2 \* F / (v[i].Y - height / 2) - CX \* width / 2 - CY \* height / 2 + F;

Det = A \* E - B \* D;

xc[i] = (C \* E - B \* G) / Det;

yc[i] = (A \* G - C \* D) / Det;

zc[i] = F - CX \* (xc[i] - width / 2) - CY \* (yc[i] - height / 2); // richtig

}