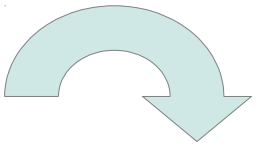
(x, y, u, v) → x, u

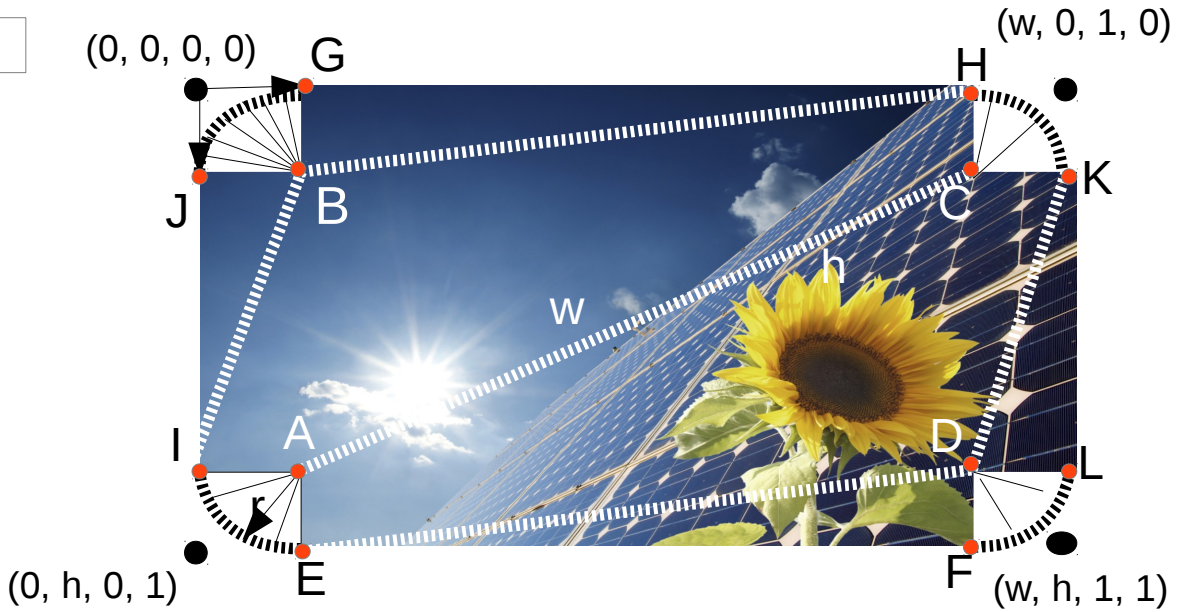
RoundRect (c) 2008 - 2012 by BenjaminHampe

C/C++ Implementation: hampe_scene_createRoundRect.h

Parameter (mit Beispiel)
x = 50px
y = 50px
w = 300px
h = 200px
r = 20px
s = 7 segmente



LHOrtho2D projection




ABC, ACD


BGH, BHC


EAD, EDF


IJB, IBA


DCK, DKL

sin, cos in math direction ccw

V = { x,	y,	z,	nx,	ny,	nz,	color,	u,	v	} + absPos
A = { r,	h-r,	0,	0,	0,	-1,	colorA,	r/w,	(h-r)/h	} + {x, y, 0}
B = { r,	r,	0,	0,	0,	-1,	colorB,	r/w,	r/h	} + {x, y, 0}
C = { w-r,	r,	0,	0,	0,	-1,	colorC,	(w-r)/w,	r/h	} + {x, y, 0}
D = { w-r,	h-r,	0,	0,	0,	-1,	colorD,	(w-r)/w,	(h-r)/h	} + {x, y, 0}
E = { r,	h,	0,	0,	0,	-1,	colorE,	r/w,	1	} + {x, y, 0}
F = { w-r,	h,	0,	0,	0,	-1,	colorF,	(w-r)/w,	1	} + {x, y, 0}
G = {r,	0,	0,	0,	0,	-1,	colorG,	r/w,	0	} + {x, y, 0}
H = {w-r,	0,	0,	0,	0,	-1,	colorH,	(w-r)/w,	0	} + {x, y, 0}
I = { 0,	h-r,	0,	0,	0,	-1,	colorI,	0,	(h-r)/h	} + {x, y, 0}
J = { 0,	r,	0,	0,	0,	-1,	colorJ,	0,	r/h	} + {x, y, 0}
K = { w,	r,	0,	0,	0,	-1,	colorK,	1,	r/h	} + {x, y, 0}
L = { w,	h-r,	0,	0,	0,	-1,	colorL,	1,	(h-r)/h	} + {x, y, 0}

y, v