∠θ

锚点

Anchor (AnchorX, AnchorY)

A (BubStillStartX, BubStillStartY)

B (BubMoveableEndX, BubMoveableEndY)

C (BubMoveableStartX, BubMoveableStartY)

D (BubStillEndX, BubStillEndY)

O1 (BubStillCenter.x, BubStillCenter.y)

O2 (BubMoveableCenter.x, BubMoveableCenter.y)

锚点：

AnchorX = (BubStillCenter.x + BubMoveableCenter.x)/2;

AnchorY = (BubStillCenter.y + BubMoveableCenter.y)/2;

圆心距：

Dist =

三角函数关系

sinθ= (BubMoveableCenter.y - BubStillCenter.y) / Dist;

cosθ= (BubMoveableCenter.x - BubStillCenter.x) / Dist;

A点：

BubStillStartX = BubStillCenter.x - BubStillRadius \* sinθ;

BubStillStartY = BubStillCenter.y + BubStillRadius \* cosθ;

B点：

BubMoveableEndX = BubMoveableCenter.x - BubMoveableRadius \* sinθ;

BubMoveableEndY = BubMoveableCenter.y + BubMoveableRadius \* cosθ;

C点：

BubMoveableStartX = BubMoveableCenter.x + BubMoveableRadius \* sinθ;

BubMoveableStartY = BubMoveableCenter.y - BubMoveableRadius \* cosθ;

D点：

BubStillEndX = BubStillCenter.x + BubStillRadius \* sinθ;

BubStillEndY = BubStillCenter.y - BubStillRadius \* cosθ;