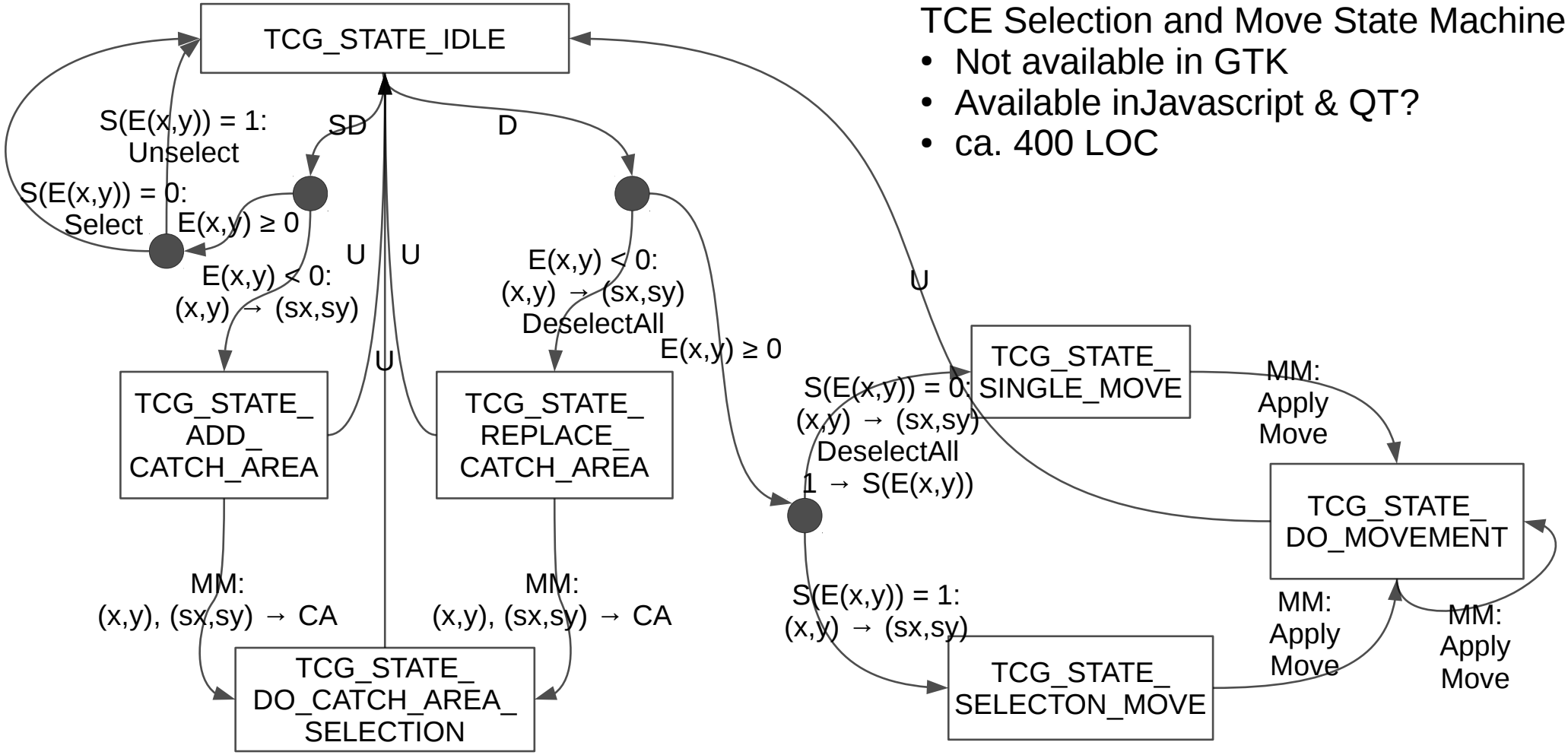
TCE Selection and Move State Machine

Input: x, y, e Values for „e“:BUTTON_DOWN (D), SHIFT_BUTTON_DOWN (SD), MOUSE_MOVE (MM), BUTTON_UP (U)
Functions:

E(x,y)	tcg_GetElementOverPosition(tcg, x, y)	Element-Index, if (x,y) is above an element
S(Element-Index)	tcg_IsSelected(tcg, idx)	True, if the element is selected

Internel: Start position: sx, sy (tcg->start_x, tcg->start_y). Catch Area: CA (tcg->catch_area)

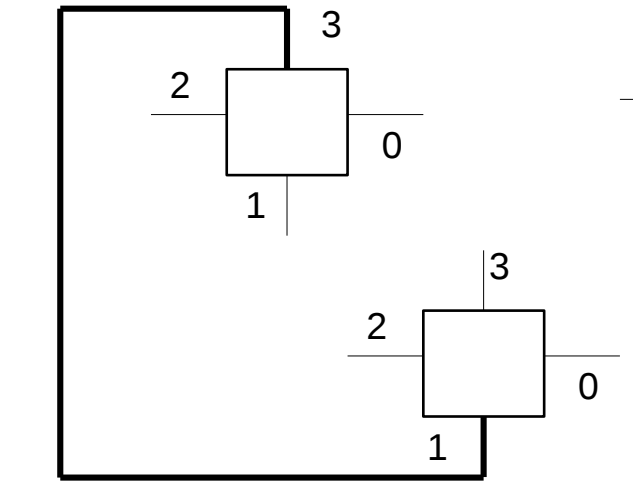


TCE Selection and Move State Machine

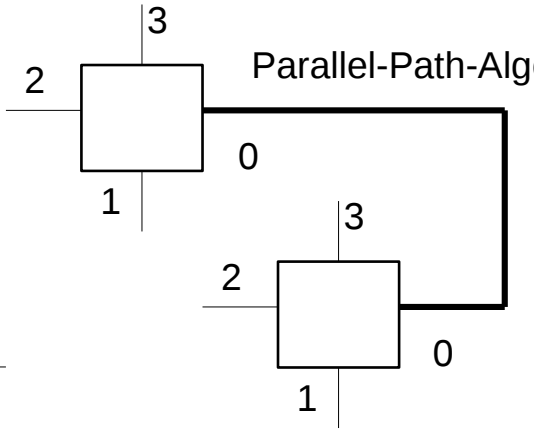
- Not available in GTK
- Available inJavascript & QT?
- ca. 400 LOC

TCE Automatic Path Draw Algorithm

dir_src	dir_dest	Path-Algoritm
0	0	Parallel
0	1	Edge-X
0	2	Anti-Parallel
0	3	Edge-X
1	0	Edge-X
1	1	Parallel
1	2	Edge-X
1	3	Anti-Parallel
2	0	Anti-Parallel
2	1	Edge-X
2	2	Parallel
2	3	Edge-X
3	0	Edge-X
3	1	Anti-Parallel
3	2	Edge-X
3	3	Parallel

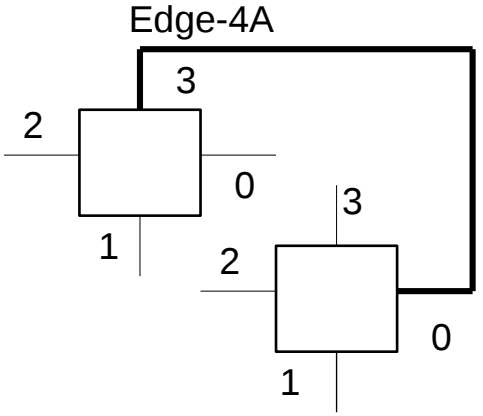


Anti-Parallel-Path-Algorithm

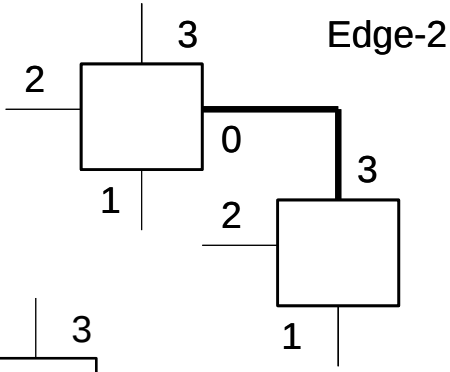


Parallel-Path-Algorithm

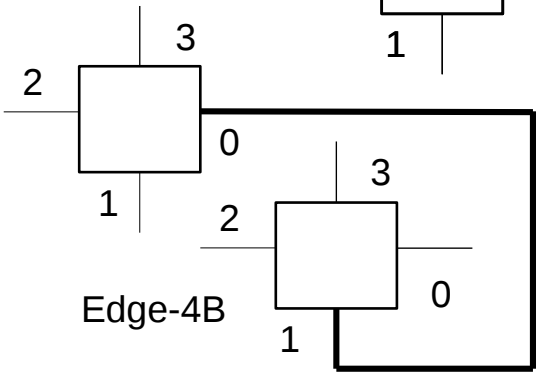
Condition	Path-Algorithm
dir_src == dir_dest	Parallel
dir_src+dir_dest == 4	Anti-Parallel
All other	Edge-X



Edge-4A



Edge-2



Edge-4B