

Re: Graphics transforms

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.gui/2007-03/msg00171.html>

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On Mar 19, 11:45 am, "visionset" <s...@xxxxxxxxxxxxxx> wrote:

I'm drawing a Rectangle somewhere on a Graphics object over an image and rotating it some degrees about its centre.

I now want to use that rectangle to describe the part of the image I want to grab.

To grab it I'm stuffing it in a BufferedImage by drawing on its Graphics like so:

```
// rect is a Shape
// origin is the min x & min y of the rectangle
Point centre = rect.getCentre();

g2.rotate(-rect.getTheta(), centre.x, centre.y);

Point orig = rect.getOrigin();

g2.translate(-orig.x, -orig.y);

g2.setClip(rect);

renderTiles(g2);
```

The rotation works fine. But I can't figure out the translation to get it back to 0,0

Any clues folks?

TIA

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Mike W

You reverse the translations you've done.

```
g2d.translate(orig.x, orig.y);
g2d.rotate(rect.getTheta(), centre.x, centre.y);
```

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