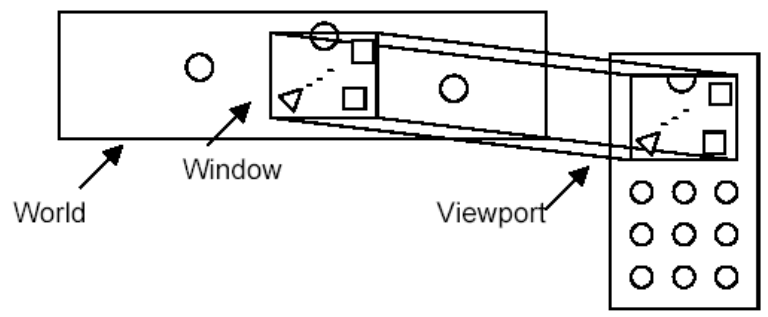


Viewing Transformation




- ◆ Window – what to display in world-coordinate system
- ◆ Viewport – where to display it in screen-coordinate system

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Viewing Transformation (cont.)

- ◆ **Window and viewport are always same size**
- ◆ **Default settings:**
 - Window – by default, upper left corner is at origin of world coordinate frame
 - Viewport – by default is entire screen
- ◆ **Only applies to IGraphics functions**
 - Text drawn with IDisplay still uses screen coordinates



IGRAPHICS_StretchBlt()

Description:
This function stretch-blt converts an input bitmap to a specified position, width and height.

Prototype:

```
void IGRAPHICS_StretchBlt
(
    IGraphics * pIGraphics,
    int16 destX,
    int16 destY,
    int16 destW,
    int16 destH,
    const void * pbmSource,
    AEERasterOp dwRopCode
)
```

Parameters:

pIGraphics	Pointer to the IGraphics Interface object.
destX	Specifies the x coordinate of the upper left corner of the destination rectangular area.
destY	Specifies the y coordinate of the upper left corner of the destination rectangular area.
destW	Destination width.
destH	Destination height.
pbmSource	Pointer to a Windows BMP structure containing the source bitmap. The data being pointed is without the AEE header. The data should start from BITMAPFILEHEADER. The BMP should be non-compressed.
dwRopCode	Specifies the raster operation that must be used while doing the bit-block transfer.

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