

Rotate images

This is an example for rotating images. Additionally it is possible to draw xxy images.

```
//globals
xm=4; ym=4; //images xxy
i=0; //rotation counter

//Called when application is started.

function OnStart() {
    lay=app.CreateLayout("Linear", "FillXY");

    canv=app.CreateImage(null, 1, 1, "fix", 480, 800);
    canv.SetAutoUpdate(false);
    lay.AddChild(canv);

    app.AddLayout(lay);

    img=app.CreateImage("/Sys/Img/Hello.png");
    setInterval(rotate)
}

function rotate() {
    i+=0.0005; //rotation value

    canv.Clear(); //clear canvas

    for (a=0; a<xm; a++) {
        for (b=0; b<ym; b++) {
            //draw images
            Vs=Math.sin(180*(i+b/ym+a/xm));
            Vc=Math.cos(180*(i+b/ym+a/xm));
            canv.DrawImageMtx(img, [Vs, 0, -Vs/3+a/xm+1/xm/2, Vc/3, 1, -
            Vc/16+b/ym+1/ym/2-0.2, 0, 0, 1]);
        }
    }
    canv.Update(); //update canvas
}
```

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