

microsoft.public.dotnet.framework.drawing: Re: problems with flips/rotations of certain shapes

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I think I figured this out. For those that are curious, it looks as though the curve tension affects the bounding rectangle. Higher tensions result in rectangles being drawn(calculated) beyond the curve. Tensions close to 0.0 are the opposite. The default tension of .5 appears to calculate the bounding rectangles for the curves correctly. Not sure if this will fix the flip/rotation errors but I'm sure it is a step in the right direction.

Sean