

---

Subject: TextDiffCtrl rendering glitch [+PATCH]

Posted by [dolik.rce](#) on Fri, 02 Apr 2010 20:32:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,  
there is a small glitch in rendering of TextDiffCtrl for files that are shorter than "one screen height".  
The bottom part of line numbers area is not repainted and contains random stuff:

The fix is really simple, just one line at the very end of TextCompareCtrl::Paint():

```
void TextCompareCtrl::Paint(Draw& draw)
{
    Point sc = scroll.Get();
    Size offset = (Size)sc * letter;
    Size sz = GetSize();

    int lcnt = lines.GetCount();
    int first_line = offset.cy / letter.cy;
    int last_line = min(idivceil(sz.cy + offset.cy, letter.cy), lines.GetCount() - 1);

    if(gutter_width > 0)
    {
        int t = 0, b = 0;
        int gx = sz.cx - gutter_width;
        for(int i = 0; i < lcnt; i++)
            if(lines[i].level > 1) {
                b = idivceil(sz.cy * i, lcnt);
                if(b >= t) {
                    draw.DrawRect(gx, t, gutter_width, b - t, gutter_bg);
                    draw.DrawRect(gx, b, gutter_width, 1, gutter_fg);
                    t = b + 1;
                }
            }

        draw.DrawRect(gx, t, gutter_width, sz.cy - t, gutter_bg);

        int total = letter.cy * lcnt;
        if(total <= 0)
            total = 1;
        int page_height = (sz.cy * sz.cy) / total;
        int ty = max(0, (sz.cy * offset.cy) / total);
        int by = min(sz.cy, ty + page_height);
        draw.DrawRect(gx, ty, gutter_width, 2, Black);
        draw.DrawRect(gx, by - 2, gutter_width, 2, Black);
        draw.DrawRect(gx, ty, 2, by - ty, Black);
        draw.DrawRect(gx + gutter_width - 2, ty, 2, by - ty, Black);
    }
}
```

```

Font ifont = Font(font).Italic();
for(int i = first_line; i <= last_line; i++) {
    const Line& l = lines[i];
    int y = i * letter.cy - offset.cy;
    draw.DrawRect(0, y, number_width, letter.cy, number_bg);
    if(!IsNull(l.number))
        draw.DrawText(0, y + number_yshift, FormatInt(l.number), number_font, l.color);
}
draw.Clip(number_width, 0, sz.cx - gutter_width - number_width, sz.cy);
for(int i = first_line; i <= last_line; i++) {
    const Line& l = lines[i];
    int y = i * letter.cy - offset.cy;
    draw.DrawRect(0, y, sz.cx, letter.cy, SWhite());
    draw.DrawText(number_width - offset.cx, y, ExpandTabs(l.text), l.level == 1 ? ifont : font, l.color);
}
int lcy = lcnt * letter.cy - offset.cy;
draw.DrawRect(0, lcy, sz.cx, sz.cy - lcy, SGray());
draw.End();
draw.DrawRect(0, lcy, number_width, sz.cy - lcy, number_bg); // this line added to fix the problem
}

```

Could someone please put it into svn? (I don't have access to uppsrc...)

Regards,  
Honza

## File Attachments

1) [img.png](#), downloaded 680 times



Subject: Re: TextDiffCtrl rendering glitch [+PATCH]  
Posted by [mirek](#) on Tue, 06 Apr 2010 12:51:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

dolik.rce wrote on Fri, 02 April 2010 16:32/ this line added to fix the problem  
}[/code]

Could someone please put it into svn? (I don't have access to uppsrc...)

Regards,  
Honza  
Yes! Thanks!

Mirek

---