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Subject: Re: Painter 2.0

Posted by [mirek](#) on Fri, 20 Mar 2009 06:16:16 GMT

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Mindtraveller wrote on Thu, 19 March 2009 21:11 I've met something like a little bug. I'm not sure if it is a bug at all, but this behaviour seems slightly surprising.

Imagine such a code:

```
//String s="something";
```

```
Painter p;
```

```
p.Rectangle(...).Stroke(1,Black());
```

```
p.Text(s,...).Fill(Blue());
```

It draws unfilled black rectangle with blue text inside of it. The surprise is that you will have black rectangle filled with blue when s is empty string.

Nice - it is because no new path is defined, so previous path (rectangle) is used. I will have to add some "clear path command" I guess...

Mirek

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