
Subject: Re: Rect_<T>::SetNull not correct for Rectf (Rect_<double>)

Posted by [mirek](#) on Sat, 16 Apr 2011 18:42:09 GMT

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

Should be fixed now.

kohait00 wrote on Tue, 12 April 2011 03:44

EDIT:

the problem seems to be that Rect_<double> seems to need a different Null handling

EDIT: mirek could clear up why Rect_<double> needs extra treatment (i imagine because of Ctrl drawing handling)

but maybe the above approach could be generalized for both

Well, Rect<double> is a strange beast. The problem is that whereas for integer types, it is possible to define that points of rect are defined as

(x >= left && x < right && y >= yop && y < bottom)

for double this is not a good solution, you rather need

(x >= left && x <= right && y >= yop && y <= bottom)

which is the source of all differencies.
