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Subject: Scatter malfunction du to ImageDraw bug ??  
Posted by [Didier](#) on Wed, 21 Dec 2011 22:33:23 GMT  
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Hi Koldo,

I recompiled my spearfishing app yesterday and tried it a bit and ... fell on a total application/desktop freeze.

I am working under linux and after a code compare and a few tests I found the modified line that was causing the trouble:

```
void Scatter::SetDrawing(Draw& w, const int& scale) const
.
.
if(antialiasing) // && w.IsGui() IsGui() is always false in Linux
false in Linux
{
    ImageDraw imdraw(3*l,3*h);
    Plot (imdraw,3,3*l,3*h);
    w.DrawImage(0,0,l,h,imdraw);
} else
    Plot(w,scale,l,h);
.
.
```

I just re established the following test condition or turn off antialiasing  
&& w.IsGui()

==> if((antialiasing) && w.IsGui()) //IsGui() is always

And it worked again.

The 'Scatter::SetDrawing()' is called from the following method

```
Drawing Scatter::GetDrawing() const
{
    DrawingDraw ddw(6*GetSize());
    SetDrawing (ddw, 6);
    return ddw;
}
```

Any ideas ??

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