
Subject: Re: Weird problem

Posted by [koldo](#) on Thu, 19 Jan 2012 21:44:01 GMT

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Hello Massimo

I have tried this and compiles well with MSC9.

Could you simplify more the testcase?

```
struct Pru {  
    Color color;  
    String name;  
};
```

```
void MyClass::Paint(Draw& w) {  
    Rect r, cRect, tRect;  
    Pru ld;  
    int yTop = 0;  
    int yBottom = 0;
```

```
    w.DrawRect(cRect, ld.color);  
    w.DrawLine(r.left + 48, yTop, r.left + 68, yTop, 0, Black);  
    w.DrawLine(r.left + 68, yTop, r.left + 68, yBottom, 0, Black);  
    w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);  
    w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop, 0, Black);  
    w.DrawText(tRect.left, tRect.top, ld.name);
```
