
Subject: Re: Weird problem

Posted by [mdelfede](#) on Thu, 19 Jan 2012 22:04:46 GMT

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Complete code is this one :

```
typedef struct
{
    bool frozen;
    bool locked;
    Color color;
    String name;

} LayerData;

class LayerDisplay : public Display
{
private:

protected:

public:
    void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const;
};

void LayerDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword
style) const
{
    // paint background
    w.DrawRect(r, White);

    // get rects of various parts of control
    int yMid = (r.top + r.bottom) / 2;
    int yTop = yMid - 10;
    int yBottom = yMid + 10;
    Rect fRect(r.left, yTop, r.left + 20, yBottom);
    Rect lRect(r.left + 24, yTop, r.left + 44, yBottom);
    Rect cRect(r.left + 48, yTop, r.left + 68, yBottom);

    Rect tRect(r.left + 72, r.top, r.right, r.bottom);

    // recover data from value
    if(!q.IsNull())
    {
        LayerData const &ld = ValueTo<LayerData>(q);

        // paints the contents
```

```

if(ld.frozen)
    w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOff());
else
    w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOn());
if(ld.locked)
    w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerLocked());
else
    w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerUnlocked());

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);
}
}

```

But even doing `w.DrawText(0, 0, "abc")` inside the function gives same result.... MSC9 under wine. Rest of program (some 1e6 code lines) compiles perfectly. On Linux also compiles perfectly.

Max