Subject: Bug: Missing width in DrawArc on X11
Posted by steffen on Sat, 17 Mar 2012 21:28:09 GMT

View Forum Message <> Reply to Message

Hi,

I am working on a set of widgets for an embedded touch screen project I recently started. First running on x86, but it should end up running on an Arm9 board currently under development.

I am trying to make some widgets with round corners and ran into a problem with DrawArc.

It seems like SystemDraw::DrawArcOp in DrawOpX11.cpp is not using the width parameter.
I think it is mising a call to SetLineStyle.

When I add the following to my paint function, it works:
((SystemDraw&)w).SetLineStyle(3);

Is there a reason that SetLineStyle is not part of Draw? The type casting seems a bit ugly.

Regards,
Steffen

Edit:
I'm using Upp-4193 on Ubuntu 10.10 64-bit.