
Subject: Re: DrawArc not working in GTK mode
Posted by [mdelfede](#) on Fri, 31 Aug 2018 11:17:55 GMT
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Found it... Cairo doesn't draw anything with `ang1 == ang2`. Modifying `DrawArcOp` like this works:

```
void SystemDraw::DrawArcOp(const Rect& rc, Point start, Point end, int width, Color color)
{
    if(rc.Width() <= 0 || rc.Height() <= 0)
        return;
    FlushText();
    Sizef radius = Sizef(rc.Size()) / 2.0;
    Pointf center = Pointf(rc.TopLeft()) + radius;
    double ang1 = Bearing((Pointf(start) - center) / radius);
    double ang2 = Bearing((Pointf(end) - center) / radius);
    ---> if(ang1 == ang2)
    --->  ang1 -= 0.000001;

    cairo_move_to(cr, center.x + radius.cx * cos(ang1), center.y + radius.cy * sin(ang1));
    cairo_save(cr);
    cairo_translate(cr, rc.left + radius.cx, rc.top + radius.cy);
    cairo_scale(cr, radius.cx, radius.cy);
    cairo_arc_negative(cr, 0, 0, 1, ang1, ang2);
    cairo_restore(cr);

    SetColor(color);
    sDrawLineStroke(cr, width);
}
```

BTW line thickness is much smaller in Cairo than in X11.
