
Subject: Re: DrawArc not working in GTK mode
Posted by [mdelfede](#) on Fri, 31 Aug 2018 11:54:17 GMT
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As a quick workaround without changing UPP code :

```
static void _DrawCircle(ImageDraw &iw, int xc, int yc, int r, Color c)
{
#ifdef flagGTK
    iw.Alpha().DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc + r, 0), Point(xc - r, 0), 2,
        GrayColor(255));
    iw.      DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc + r, 0), Point(xc - r, 0), 2, c);
    iw.Alpha().DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc - r, 0), Point(xc + r, 0), 2,
        GrayColor(255));
    iw.      DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc - r, 0), Point(xc + r, 0), 2, c);
#else
    iw.Alpha().DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc + r, 0), Point(xc + r, 0), 0,
        GrayColor(255));
    iw.      DrawArc(Rect(xc - r, yc - r, xc + r, yc + r), Point(xc + r, 0), Point(xc + r, 0), 0, c);
#endif
}
```

Notice the thickness of 2 in GTK mode, using the default (0 or 1) draws an almost invisible arc.
