
Subject: Re: Upp 2007.1 released
Posted by [mirek](#) on Wed, 18 Apr 2007 16:54:25 GMT
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Thank you. Fixes:

```
void Draw::DrawEllipseOp(const Rect& r, Color color, int pen, Color pencolor)
{
    DrawLock __;
    SetLineStyle(pen);
    if(!IsNull(color)) {
        SetForeground(color);
        XFillArc(Xdisplay, dw, gc, r.left + actual_offset.x, r.top + actual_offset.y,
            r.Width() - 1, r.Height() - 1, 0, 360 * 64);
    }
    if(!IsNull(pencolor) && !IsNull(pen)) {
        SetForeground(pencolor);
        XDrawArc(Xdisplay, dw, gc, r.left + actual_offset.x, r.top + actual_offset.y,
            r.Width() - 1, r.Height() - 1, 0, 360 * 64);
    }
}
```

.....

```
void Draw::SetLineStyle(int width)
{
    DrawLock __;
    if(IsDrawing()) return;
    if(width == linewidth) return;
    linewidth = width;
    if(IsNull(width))
        width = 1;
    if(width < PEN_SOLID) {
        static const char dash[] = { 18, 6 };
        static const char dot[] = { 3, 3 };
        static const char dashdot[] = { 9, 6, 3, 6 };
        static const char dashdotdot[] = { 9, 3, 3, 3, 3, 3 };
        static struct {
            const char *dash;
            int len;
        } ds[] = {
            dash, __countof(dash),
            dot, __countof(dot),
            dashdot, __countof(dashdot),
            dashdotdot, __countof(dashdotdot)
        };
    }
```

```
int i = -(width - PEN_DASH);
ASSERT(i >= 0 && i < 4);
XSetDashes(Xdisplay, gc, 0, ds[i].dash, ds[i].len);
}
XSetLineAttributes(Xdisplay, gc, max(width, 1),
    width < PEN_SOLID ? LineOnOffDash : LineSolid, CapRound, JoinRound);
}
```

Hm, maybe we can keep the system simple: I will accumulate critical patches here and perhaps we can make something like 2007.1a based on them when they reach some critical mass... (means, somebody will apply them to 2007.1 sources).

Mirek
