Subject: [Bug] Text overflows legend box (RESOLVED)
Posted by Maginor on Thu, 15 Aug 2019 11:41:15 GMT
View Forum Message <> Reply to Message

Hi,

Especially on Windows 7, but also on Windows 10 (though not as much), long legend texts overflow the legend box. (If I place the legend in TOP position and have multiple series, their names overflow each other).

I have tried to dig into the ScatterDraw::DrawLegend function and it looks correct to me, but I may not understand all of it. Since it seems to be platform dependent, it could be that the GetTextSize function is incorrect, but wouldn't that cause all sorts of other problems throughout upp, which is something I don't see?

I just use the default font and font size, and I don't have responsiveness turned on.

Here is what it looks like on Windows 7

File Attachments
1) mobiviewpersist.png, downloaded 482 times

Subject: Re: [Bug] Text overflows legend box
Posted by Maginor on Thu, 15 Aug 2019 13:00:06 GMT
View Forum Message <> Reply to Message

Oh, I think I found the issue.

In ScatterDraw::DrawLegend() you call scaledFont.Bold() after calculating the size of the text, but the bold text is slightly wider.

Edit: Confirming that that was the issue.

Subject: Re: [Bug] Text overflows legend box
Posted by koldo on Thu, 15 Aug 2019 18:14:55 GMT
View Forum Message <> Reply to Message

Thank you Maginor

Your fix is now included. In addition, GetTextSize() seems not to consider spaces, so a new GetTextSizeSpace() is included.
Please try it and tell us the results :)