
Subject: [BUG] LineEdit text renderer fails to correctly highlight underlined text .
Posted by [Oblivion](#) on Wed, 16 Jun 2021 13:10:40 GMT

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Hi,

The problem: sOptimizedTextRenderer fails to render text attributes correctly on some cases (if underline attribute is involved).

Reason seems to be the non-continuous text chunk rendering. When some underline text have other text with no underline attribute in between, the renderer does not erase the underline correctly.

Screenshot:

Test code:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct MyLineEdit : LineEdit {  
    void HighlightLine(int, Vector<Highlight>& hl, int64) override {  
        for(Highlight& h : hl) {  
            h.font.Underline(h.chr == 'U');  
            h.font.Bold(h.chr == 'B');  
            h.font.Italic(h.chr == 'I');  
        }  
    };  
};
```

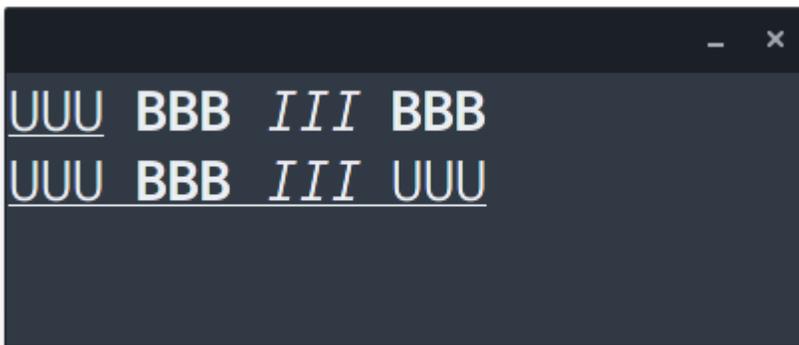
```
struct MyApp : TopWindow {  
    MyLineEdit edit;  
    MyApp()  
    {  
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 1024, 800);  
        Add(edit.SizePos());  
        edit.SetFont(Monospace().Height(32));  
        edit.Append(WString("UUU BBB III BBB\n"));  
        edit.Append(WString("UUU BBB III UUU\n")); // Fail: Draws underline in between even if the  
        underline attribute is disabled.  
    }  
};
```

```
GUI_APP_MAIN
{
  MyApp().Run();
}
```

Best regards,
Oblivion

File Attachments

1) [Ekran Görüntüsü - 2021-06-16 16-04-56.png](#) , downloaded 502 times



Subject: Re: [BUG] LineEdit text renderer fails to correctly highlight underlined text .
Posted by [mirek](#) on Sat, 10 Jul 2021 13:54:10 GMT

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Interesting issue; fixed.

Mirek
