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-continous text chunk rendering. When some underline text have other text with no underline attribute in between, the renderer does not erase the underline correctly.

Sscreenshot:

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 249 times

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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
