
Subject: [FIXED]Case bug in X11Wnd.cpp
Posted by [mdelfede](#) on Sat, 18 Sep 2010 14:52:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, uptading from svn, I got this :

```
void Ctrl::DoPaint(const Vector<Rect>& invalid)
{
    GuiLock __;
    if(IsVisible()) {
        LTIMING("DoPaint");
        fullrefresh = false;
// if(GLX) return;
        GC gc = XCreateGC(Xdisplay, (Drawable)top->window, 0, 0);
        XftDraw *xftdraw = XftDrawCreate(Xdisplay, (Drawable) top->window,
            DefaultVisual(Xdisplay, Xscreenno), Xcolormap);
        SystemDraw draw(top->window, gc, xftdraw, invalid);
        Painting = true;    <--HERE
        UpdateArea(draw, draw.GetClip());
        Painting = false;   <--HERE
        XftDrawDestroy(xftdraw);
        XFreeGC(Xdisplay, gc);
    }
}
```

The lines with 'Painting=.....' gives compilation error.
I guess that 'Painting' should be 'painting' instead.

Ciao

Max

Subject: Re: Case bug in X11Wnd.cpp
Posted by [mirek](#) on Sun, 03 Oct 2010 15:53:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe this is already fixed. If not, please PM me.

Subject: Re: Case bug in X11Wnd.cpp
Posted by [mdelfede](#) on Mon, 04 Oct 2010 19:25:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yep, is fixed... I'll mark it in topic title

Ciao

Max
