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Subject: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [hans](#) on Mon, 11 Apr 2011 20:25:48 GMT

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Hi,  
latest addition of SetNull is implemented as

```
void SetNull()          { left = top = right = bottom = Null; }
```

but template specialisation for Rect\_<double>(Null) is implemented as

```
template <>
inline Rect_<double>::Rect_(const Null&) {
    left = top = 0;
    right = bottom = -1;
}
```

I would suggest to implement SetNull as

```
void SetNull()          { *this= Rect_(Null); }
```

which works for Rect\_<T> for generic T and specialisation.

Thanks,  
Hans

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Subject: Re: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [kohait00](#) on Tue, 12 Apr 2011 07:44:03 GMT

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the question is which of the 2 API calls is the right one. since currently there are the 2.

this recently added approach is one similar to Size..

so it probably should be sth like

```
template <>
inline Rect_<double>::Rect_(const Null&) {
    SetNull();
}
```

it seems as if there is some duplicated code

EDIT:

the problem seems to be that Rect\_<double> seems to need a different Null handling

EDIT: mirek could clear up why Rect\_<double> needs extra treatment (i imagine because of Ctrl drawing handling)

but maybe the above approach could be generalized for both

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Subject: Re: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [mirek](#) on Sat, 16 Apr 2011 18:42:09 GMT

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Should be fixed now.

kohait00 wrote on Tue, 12 April 2011 03:44

EDIT:

the problem seems to be that Rect\_<double> seems to need a different Null handling

EDIT: mirek could clear up why Rect\_<double> needs extra treatment (i imagine because of Ctrl drawing handling)

but maybe the above approach could be generalized for both

Well, Rect<double> is a strange beast. The problem is that whereas for integer types, it is possible to define that points of rect are defined as

$(x \geq \text{left} \ \&\& \ x < \text{right} \ \&\& \ y \geq \text{yop} \ \&\& \ y < \text{bottom})$

for double this is not a good solution, you rather need

$(x \geq \text{left} \ \&\& \ x \leq \text{right} \ \&\& \ y \geq \text{yop} \ \&\& \ y \leq \text{bottom})$

which is the source of all differencies.

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Subject: Re: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [kohait00](#) on Sun, 17 Apr 2011 12:39:48 GMT

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damn math thanks for fixing..

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Subject: Re: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [kohait00](#) on Thu, 21 Apr 2011 06:28:41 GMT

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Color should have an explicit SetNull like the others..  
(need it for my Python export looks good.. )

Color.h:41

```
+ void    SetNull()          { color = 0xffffffff; }  
Color()   { SetNull(); }  
Color(const Null&)      { SetNull(); }
```

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Subject: Re: Rect\_<T>::SetNull not correct for Rectf (Rect\_<double>)

Posted by [mirek](#) on Mon, 25 Apr 2011 08:46:16 GMT

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kohait00 wrote on Thu, 21 April 2011 02:28Color should have an explicit SetNull like the others..  
(need it for my Python export looks good.. )

Color.h:41

```
+ void    SetNull()          { color = 0xffffffff; }  
Color()   { SetNull(); }  
Color(const Null&)      { SetNull(); }
```

OK. Will commit in the evening...

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