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 Nuller&) {
 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

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 Nuller&) {
 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

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 >= left && x < right && y >= yop && y < bottom)

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

(x >= left && x <= right && y >= yop && y <= bottom)

which is the source of all differencies.

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..

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 Nuller&)             { SetNull(); }
```

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 Nuller&)             { SetNull(); }
```

OK. Will commit in the evening...