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Subject: Scatter malfunction du to ImageDraw bug ??

Posted by [Didier](#) on Wed, 21 Dec 2011 22:33:23 GMT

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Hi Koldo,

I recompiled my spearfishing app yesterday and tried it a bit and ... fell on a total application/desktop freeze.

I am working under linux and after a code compare and a few tests I found the modified line that was causing the trouble:

```
void Scatter::SetDrawing(Draw& w, const int& scale) const
{
    .
    .
    if(antialiasing) // && w.IsGui()) IsGui() is always false in Linux
    false in Linux
    {
        ImageDraw imdraw(3*l,3*h);
        Plot (imdraw,3,3*l,3*h);
        w.DrawImage(0,0,l,h,imdraw);
    } else
        Plot(w,scale,l,h);
    .
    .
}
```

I just re established the following test condition or turn off antialiasing  
&& w.IsGui()

==> if((antialiasing) && w.IsGui()) //IsGui() is always

And it worked again.

The 'Scatter::SetDrawing()' is called from the following method

```
Drawing Scatter::GetDrawing() const
{
    DrawingDraw ddw(6*GetSize());
    SetDrawing (ddw, 6);
    return ddw;
}
```

Any ideas ??

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Subject: Re: Scatter malfunction du to ImageDraw bug ??

Posted by [koldo](#) on Thu, 22 Dec 2011 10:41:34 GMT

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Hello Didier

In Linux GetInfo() always returns false and anyway in Scatter antialiasing is false by default.

I have tested both options of the if and the program runs well.

Anyway I will remove the //.

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Subject: Re: Scatter malfunction du to ImageDraw bug ??

Posted by [Didier](#) on Thu, 22 Dec 2011 16:24:43 GMT

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I will try to make a test case.

The bug probably is in ImageDraw since my code used to work fine before and there aren't many changes in Scatter... which is not the case in ImageDraw with all the RainBow enhancements !

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