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 ??

## Subject: Re: Scatter malfunction du to ImageDraw bug ??
Posted by koldo on Thu, 22 Dec 2011 10:41:34 GMT

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

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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