
Subject: Weird problem

Posted by [mdelfede](#) on Thu, 19 Jan 2012 19:54:09 GMT

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```
w.DrawRect(cRect, ld.color);
w.DrawLine(r.left + 48, yTop , r.left + 68, yTop , 0, Black);
w.DrawLine(r.left + 68, yTop , r.left + 68, yBottom, 0, Black);
w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop , 0, Black);
w.DrawText(tRect.left, tRect.top, ld.name);
```

Z:\home\massimo\sources\upp-svn\UppCad\UppCadControls\Layers .cpp(60) : error C2039:
'DrawText' : is not a member of 'Upp::Draw'

Z:\home\massimo\sources\upp-svn\uppsrc\Draw\Draw.h(406) : see declaration of
'Upp::Draw'

Of course, DrawText IS a member of draw.... I can't find any mistake, but don't compile on MSC9.
On Linux all OK....

Max

Subject: Re: Weird problem

Posted by [koldo](#) on Thu, 19 Jan 2012 21:44:01 GMT

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Hello Massimo

I have tried this and compiles well with MSC9.

Could you simplify more the testcase?

```
struct Pru {
    Color color;
    String name;
};
```

```
void MyClass::Paint(Draw& w) {
    Rect r, cRect, tRect;
    Pru ld;
    int yTop = 0;
    int yBottom = 0;
```

```
w.DrawRect(cRect, ld.color);
w.DrawLine(r.left + 48, yTop , r.left + 68, yTop , 0, Black);
```

```
w.DrawLine(r.left + 68, yTop , r.left + 68, yBottom, 0, Black);
w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop , 0, Black);
w.DrawText(tRect.left, tRect.top, ld.name);
```

Subject: Re: Weird problem

Posted by [mdelfede](#) on Thu, 19 Jan 2012 22:04:46 GMT

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Complete code is this one :

```
typedef struct
{
    bool frozen;
    bool locked;
    Color color;
    String name;
} LayerData;

class LayerDisplay : public Display
{
private:

protected:

public:
    void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const;
};

void LayerDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword
style) const
{
    // paint background
    w.DrawRect(r, White);

    // get rects of various parts of control
    int yMid = (r.top + r.bottom) / 2;
    int yTop = yMid - 10;
    int yBottom = yMid + 10;
    Rect fRect(r.left , yTop, r.left + 20, yBottom);
    Rect lRect(r.left + 24, yTop, r.left + 44, yBottom);
    Rect cRect(r.left + 48, yTop, r.left + 68, yBottom);

    Rect tRect(r.left + 72, r.top, r.right, r.bottom);
```

```

// recover data from value
if(!q.IsNull())
{
    LayerData const &ld = ValueTo<LayerData>(q);

    // paints the contents
    if(ld.frozen)
        w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOff());
    else
        w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOn());
    if(ld.locked)
        w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerLocked());
    else
        w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerUnlocked());

    w.DrawRect(cRect, ld.color);
    w.DrawLine(r.left + 48, yTop, r.left + 68, yTop, 0, Black);
    w.DrawLine(r.left + 68, yTop, r.left + 68, yBottom, 0, Black);
    w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
    w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop, 0, Black);
    w.DrawText(tRect.left, tRect.top, ld.name);
}
}

```

But even doing `w.DrawText(0, 0, "abc")` inside the function gives same result.... MSC9 under wine. Rest of program (some 1e6 code lines) compiles perfectly. On Linux also compiles perfectly.

Max

Subject: Re: Weird problem
 Posted by [koldo](#) on Fri, 20 Jan 2012 07:23:39 GMT
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Sorry Massimo

I have tried it with MSC9 and MSC10 both 32 bits in XP and it has compiled well.
