Hi, progress is overflowing for large values, giving negative % when Percent is enabled.

In Progress.cpp, from line 56:

w.DrawRect(r1, Nvl(color, SColorHighlight()));
w.DrawRect(r2, SColorPaper);
w.DrawRect(r3, SColorPaper);
if(percent) {
    String pt = Format("%d \%", 100 * actual / max(total, 1));
    Size psz = GetTextSize(pt, StdFont());
}

should be

w.DrawRect(r1, Nvl(color, SColorHighlight()));
w.DrawRect(r2, SColorPaper);
w.DrawRect(r3, SColorPaper);
if(percent) {
    String pt = Format("%d \%", (int)(100L * actual / max(total, 1)));
    Size psz = GetTextSize(pt, StdFont());
}

Ciao

Max

Subject: Re: Progress overflow
Posted by mirek on Tue, 07 Mar 2017 22:34:20 GMT

Good catch, thanks, applied.