U++ - Bug #2063
GTestUIExample compilation error on mac due to lack of image comparision on macOS

09/10/2020 07:02 PM - Zbigniew Rebacz

Status:	Approved		**Start date:**	09/10/2020
Priority:	High		**Due date:**	
Assignee:	Zbigniew Rebacz		**% Done:**	0%
Category:	Draw		**Estimated time:**	0.00 hour
Target version:	Release 2020.2		**Spent time:**	0.00 hour

Description

It seems that mac draw is lack of some featuer to compare draws:

```
TEST_F(AppWindowTest, ApperanceTest)
{
    const String fileName = "MyAppWindow.png";

    ImageDraw id(window->GetRect().Size());
    window->DrawCtrl(id);

    PNGEncoder encoder;
    if (!FileExists(fileName)) {
        encoder.SaveFile(fileName, id);
        ASSERT_TRUE(false) << "Non found referal window image. Creating new one and failing test..\n";
    }

    auto img = StreamRaster::LoadFileAny(fileName);
    EXPECT_EQ(img, id); // <- This line doesn't work (GTK and WIN32 are fine with it).
}
```

Potential blocker for 2020.2 release.

History

#1 - 09/11/2020 08:19 AM - Miroslav Fidler

- Status changed from New to Ready for QA

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

Hopefully fixed.

#2 - 09/11/2020 08:52 PM - Zbigniew Rebacz

- Status changed from Ready for QA to Approved

Thanks! It works.