

## U++ - Bug #2063

### GTestUIExample compilation error on mac due to lack of image comparison on macOS

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

<b>Status:</b>	Approved	<b>Start date:</b>	09/10/2020
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Zbigniew Rebacz	<b>% Done:</b>	0%
<b>Category:</b>	Draw	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Release 2020.2	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>It seems that mac draw is lack of some featurer to compare draws:</p> <pre>TEST_F(AppWindowTest, ApperanceTest) {     const String fileName = "MyAppWindow.png";      ImageDraw id(window-&gt;GetRect().Size());     window-&gt;DrawCtrl(id);      PNGEncoder encoder;     if (!FileExists(fileName)) {         encoder.SaveFile(fileName, id);         ASSERT_TRUE(false) &lt;&lt; "Non found referal window image. Creating new one and failing test..\n";     }      auto img = StreamRaster::LoadFileAny(fileName);     EXPECT_EQ(img, id); // &lt;- This line doesn't work (GTK and WIN32 are fine with it). }</pre> <p>Potential blocker for 2020.2 release.</p>			

#### 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.