

U++ - Bug #88

Restructure StdInitFont issues

07/22/2011 10:36 AM - Miroslav Fidler

Status:	Approved	Start date:	07/22/2011
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	Rainbow	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>not neccessarily..</p> <p>Font.cpp</p> <p>InitStdFont() needs a restructuring, because, currently, win fonts are know, and can SyncStdFont, while i.e. X11 also does the Font::SetStdFont(ScreenSans(12)); trick but later in init, which calls SyncStdFont as well. so it's kinda messy..</p> <p>so best thing is to make InitStdFont or sth also backend dependant..</p>			

History

#1 - 04/07/2013 07:25 PM - Miroslav Fidler

- Status changed from New to Rejected

#2 - 12/04/2013 01:34 PM - Miroslav Fidler

- Status changed from Rejected to Approved