

U++ - Bug #993

Fix uBomb example

02/24/2015 01:32 AM - Zbigniew Rebacz

Status:	Approved	Start date:	02/24/2015
Priority:	High	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	CtrlCore	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
It seems that uBomb works strange (cross is always painted).			
Simple fix in file (No diff, beacuse I don't have this file under version control).			

History

#1 - 02/24/2015 01:38 AM - Zbigniew Rebacz

- *Category set to CtrlCore*

Funny, This is next GTK/Backend serious problem (On X11 fix is not needed & probably on Windows, too).

Line:

```
w.DrawLine(x * UNIT, y * UNIT, x * UNIT + UNIT - 1, y * UNIT + UNIT - 1, 1, cross);
```

When cross = Null, it paints line. In X11 implementation it paints nothing. cross has got Color type.

#2 - 02/24/2015 01:40 AM - Zbigniew Rebacz

- When cross equals Null, it paints black line. In X11 implementation it paints nothing. cross has got Color type. It means that somewhere "IsNullInstance()" isn't check.

#3 - 02/24/2015 01:41 AM - Zbigniew Rebacz

- *File deleted (main.cpp)*

#4 - 02/24/2015 01:42 AM - Zbigniew Rebacz

- *File main.cpp added*

#5 - 02/24/2015 01:43 AM - Zbigniew Rebacz

In Line 152 there is a clue.

#6 - 02/24/2015 11:37 AM - Zbigniew Rebacz

- *Status changed from Patch ready to New*

Ups, It is definitely line 115.

#7 - 02/24/2015 12:26 PM - Zbigniew Rebacz

- File DrawLineOpGtkFix.diff added
- Status changed from New to Patch ready

I publish GTK Fix. Can you check that "IsNull(color)" is checked in evry main drawing function in GTK?

#8 - 02/24/2015 01:21 PM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files			
main.cpp	4.56 KB	02/24/2015	Zbigniew Rebacz
DrawLineOpGtkFix.diff	733 Bytes	02/24/2015	Zbigniew Rebacz