

## U++ - Bug #993

### Fix uBomb example

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

<b>Status:</b>	Approved	<b>Start date:</b>	02/24/2015
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	0%
<b>Category:</b>	CtrlCore	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
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