

U++ - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	Author
2063	Bug	Approved	High	GTestUIExample compilation error on mac due to lack of image comparision on macOS	Zbigniew Rebacz	09/11/2020 08:52 PM	Draw	Zbigniew Rebacz
1995	Bug	Rejected	Normal	Draw: The xcb library dependency is not required for uppsrc/Draw package on FreeBSD	Miroslav Fidler	01/19/2020 04:16 PM	Draw	Sender Ghost
1960	Bug	Approved	High	TheIDE crashes on macOS (Draw releated)	Zbigniew Rebacz	09/09/2019 02:48 PM	Draw	Zbigniew Rebacz
1906	Bug	Approved	Normal	Fix JPEG orientation EXIF	Miroslav Fidler	10/14/2018 03:30 PM	Draw	Miroslav Fidler
1791	Bug	New	Normal	libpng issue		08/25/2017 09:24 AM	Draw	Miroslav Fidler
1761	Documentation	Rejected	Normal	ImageAnyDraw needs documenation	Zbigniew Rebacz	07/01/2017 04:25 PM	Draw	Zbigniew Rebacz
1646	Bug	Approved	Urgent	PdfDraw linking issue (undefined reference to INITIALIZER)	Zbigniew Rebacz	02/21/2017 11:10 AM	Draw	Zbigniew Rebacz
1394	Bug	New	High	Japanese characters are too small in CodeEditor	Miroslav Fidler	10/21/2020 11:33 PM	Draw	Zbigniew Rebacz
1337	Bug	Approved	Normal	HiDPI FontInfo problem	Miroslav Fidler	11/17/2015 07:50 AM	Draw	Zbigniew Rebacz
821	Feature	Rejected	Low	RGBA constructor for C++11 branch	Miroslav Fidler	08/24/2014 09:09 PM	Draw	Zbigniew Rebacz
653	Bug	Approved	Normal	Compilation fails with freetype >= 2.5.1	Jan Dolinár	01/27/2014 04:52 PM	Draw	Jan Dolinár
475	Bug	Approved	Normal	DrawDrawing(int x, int y, const Drawing&) variant	Miroslav Fidler	05/25/2013 01:55 PM	Draw	Miroslav Fidler