

Wt - Bug # 493: Regression in WVMLImage due to fix for #448

Status:	Closed	Priority:	High
Author:	Thomas Suckow	Category:	
Created:	09/01/2010	Assigned to:	Koen Deforche
Updated:	09/16/2010	Due date:	
Subject:	Regression in WVMLImage due to fix for #448		
Description:	In the fix for bug #448, The following code was added to WVMLImage.C <pre><pre> if (!(paintFlags_ & PaintUpdate)) rendered_.str(std::string()); </pre></pre> This needs to be placed before the StartClip function call as StartClip initializes the render coordinates into rendered_.		

History

09/01/2010 11:50 pm - Koen Deforche

Hey Thomas,

These are the best bug reports!

Thanks,

koen

09/01/2010 11:51 pm - Koen Deforche

- Assigned to set to Koen Deforche

09/02/2010 06:21 pm - Koen Deforche

- Status changed from New to Resolved

09/16/2010 03:58 pm - Koen Deforche

- Status changed from Resolved to Closed

Fixed in Wt 3.1.5