

Wt - Bug #1236

WPainter.setWindow() causes WPainterPath to work incorrect for WPaintedWidget::PngImage

04/13/2012 12:29 AM - Boris Nagaev

Status:	New	Start date:	04/13/2012
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Hello!			
painter.setWindow() was applied to WPainter.			
It was discovered, that in that case image parts, produced by WPainterPath (for example, lineTo), are rendered incorrectly if WPaintedWidget::PngImage is used. At the same time, methods of WPainter itself (for example, drawEllipse) work fine.			
To demonstrate this bug, test case was created. It shows the same widget twice: with enforced PNG method and with standard method (non-PNG). Firstly, setWindow(0, 0, 1, 1) is called. Then a circle is drawn with a method of painter, and a line --- with a method of path. For non-PNG case (bottom), both are rendered in places, where expected. For PNG (above), the circle is painted in proper location, but the line seems to be shifted in the direction of top-left corner.			
This bug was initially discovered by Ramil Mintaev (ramil.mintaev@gmail.com).			

History

#1 - 04/16/2012 01:17 AM - Boris Nagaev

This bug is not reproduced in Wt 3.1.4, but can be observed in Wt 3.1.10

#2 - 04/01/2013 03:54 PM - Boris Nagaev

- File wt-bug-1236-fix.diff added

Hello!

Here is fix for this bug.

Wt Painting system seems to be abandoned. This bug was not fixed for 1 year.

Are you going to fix another bug of Painting system (<http://redmine.emweb.be/issues/1803>)?

Files

set_window.cpp	1.08 KB	04/12/2012	Boris Nagaev
set-window.png	48.6 KB	04/12/2012	Boris Nagaev
wt-bug-1236-fix.diff	2.62 KB	04/01/2013	Boris Nagaev