FIRST - Bug #3540

Initial paint of new rectangle draws very tall rectangle before dragging

10/17/2008 02:34 PM - Ryan McFall

Status:	Resolved		**Start date:**	10/17/2008
Priority:	Normal		**Due date:**	
Assignee:	Ryan McFall		**% Done:**	0%
Category:	parser		**Estimated time:**	0.00 hour
Target version:	client-alpha2		**Spent time:**	0.00 hour
Bugzilla-Id:	3540			

Description

When creating a new rectangle, the initial drag draws it with a very small width and very large height before the drag event fires and updates the corner of the rectangle.

History

#1 - 10/30/2008 08:03 AM - Ryan McFall

This appears to have been an issue with the initial coordinate system of the mouse pressed event. It was being converted the viewer coordinates, with knowledge of the scroll pane's viewport. This seems to have been wrong. A question still exists as to whether the method convertMouseEventPointToViewerPoint in Selector is even needed. Currently it is not called, and is commented out in Selector. If enough time passes, we can decide that it's not really needed.

#2 - 03/27/2013 02:23 PM - Redmine Admin

Original Bugzilla ID was 3540