

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #336

### [PATCH]: Fix skinned ui not being drawn properly with gtk-3 >= 3.9

August 27, 2013 09:24 - Hans de Goede

<b>Status:</b>	Closed	<b>Start date:</b>	August 27, 2013
<b>Priority:</b>	Major	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	plugins/skins	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.4.1		
<b>Affects version:</b>	3.4		
<b>Description</b>			
<p>gtk only guarantees expose events / emitting the draw signal for widgets which are backed by a native (ie X11) window, and the various GtkDrawingArea widgets the skinned ui uses are not backed by a native window.</p> <p>For non native window backed widgets, it is up to the parent / container which does have a native window to propagate the draws. This means that when audacious connects to the draw signal of the GtkWindow-s it uses, overriding the default handler, it must propagate the draw to its children.</p> <p>So far audacious has been getting away with not doing this since gtk was handling sending expose events with a shotgun approach sending them to all children of an exposed widget unconditionally. This has been fixed in gtk 3.9.x / 3.10, which causes the audacious skinned ui to only draw the window background, and nothing else, this patch fixes this.</p>			

#### History

##### #1 - August 28, 2013 03:25 - John Lindgren

- Status changed from New to Closed

I think the more proper fix is to return FALSE from our draw functions, letting GTK+ propagate the signal. Then, we use `gtk_widget_set_app_paintable()` to keep GTK+ from drawing the default window background.

<https://github.com/audacious-media-player/audacious-plugins/commit/2a43c567fec21b34825869ce10d68277c4361097>

##### #2 - August 28, 2013 03:25 - John Lindgren

- Target version set to 3.4.1

- % Done changed from 0 to 100

- Affects version 3.4 added

##### #3 - August 28, 2013 10:17 - Hans de Goede

I can confirm that the committed fix also fixes the skinned ui drawing issues with gtk-master.

When looking at the patch I noticed that it changes the return value for all draw handlers in the skinned ui. Would it not be better to have a new `DRAW_FUNC_END_FALSE` macro, and use that to end `window_draw`, and keep the other draw function returning TRUE ?

Note I'm not seeing any adverse side-effects of the current solution.

##### #4 - August 29, 2013 15:52 - John Lindgren

For `GtkDrawingArea`, I don't think it matters whether we return TRUE or FALSE since GTK+ doesn't do any further processing. I favor FALSE if only because it's consistent with e.g. `GtkWindow`. Unfortunately the GTK+ docs don't provide any guidance here.

Files

0001-skins-Propably-propagate-draws.patch	1.74 KB	August 27, 2013	Hans de Goede
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