

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #558

### skins-qt: scrolling song title causes gfx glitches (OS X)

July 05, 2015 19:26 - Ariadne Conill

<b>Status:</b>	Rejected	<b>Start date:</b>	July 05, 2015
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	plugins/skins-qt	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Affects version:</b>	3.7-alpha1		

#### Description

Hello,  
  
When scrolling song title is enabled, it causes other widgets on the skin to not be rendered occasionally. I can attach a video if you need.

#### History

##### #1 - July 05, 2015 19:28 - John Lindgren

- Category set to plugins/skins-qt
- Affects version 3.7-alpha1 added

I've seen something like this too, but maybe it would be just as well to attach a video to make sure we're talking about the same thing.

##### #2 - July 05, 2015 19:40 - Ariadne Conill

<http://turtle.dereferenced.org/~kaniini/audacious-qt-skins-glitch.mov>

##### #3 - July 06, 2015 01:48 - John Lindgren

Hmm, I have not seen this.

In widget.h, does it make any difference if you change

```
void draw_now () { repaint (); }
```

to

```
void draw_now () { update (); }
```

?

##### #4 - July 06, 2015 02:10 - Ariadne Conill

That fixed it, I went ahead and pushed it.

##### #5 - July 06, 2015 02:12 - Ariadne Conill

It still glitches when the window doesn't have focus, but I think that has to do with event dispatch perhaps.

**#6 - July 06, 2015 06:30 - John Lindgren**

William Pitcock wrote:

That fixed it, I went ahead and pushed it.

Please make the change specific to Mac; `repaint()` works fine on X11 and is a much less expensive operation since it draws only a single widget, whereas `update()` redraws the whole window.

**#7 - July 18, 2015 16:56 - John Lindgren**

- *Subject changed from skins-qt: scrolling song title causes gfx glitches to skins-qt: scrolling song title causes gfx glitches (OS X)*

**#8 - January 29, 2017 19:39 - John Lindgren**

- *Status changed from New to Rejected*

Closing OS X-specific bugs since development on that OS seems to have stalled.