

Audacious - Bug #558

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

July 05, 2015 19:26 - Ariadne Conill

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