

User Interface - Bug #5390

Strange tooltip issue in WebGL renderer for WEB client

05/27/2021 09:26 AM - Eugenie Lyzenko

Status: New	Start date: 05/27/2021
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	case_num:
billable: No	
vendor_id: GCD	
Description	
Related issues:	
Related to User Interface - Support #4955: web client/javascript drawing - fa... Closed	

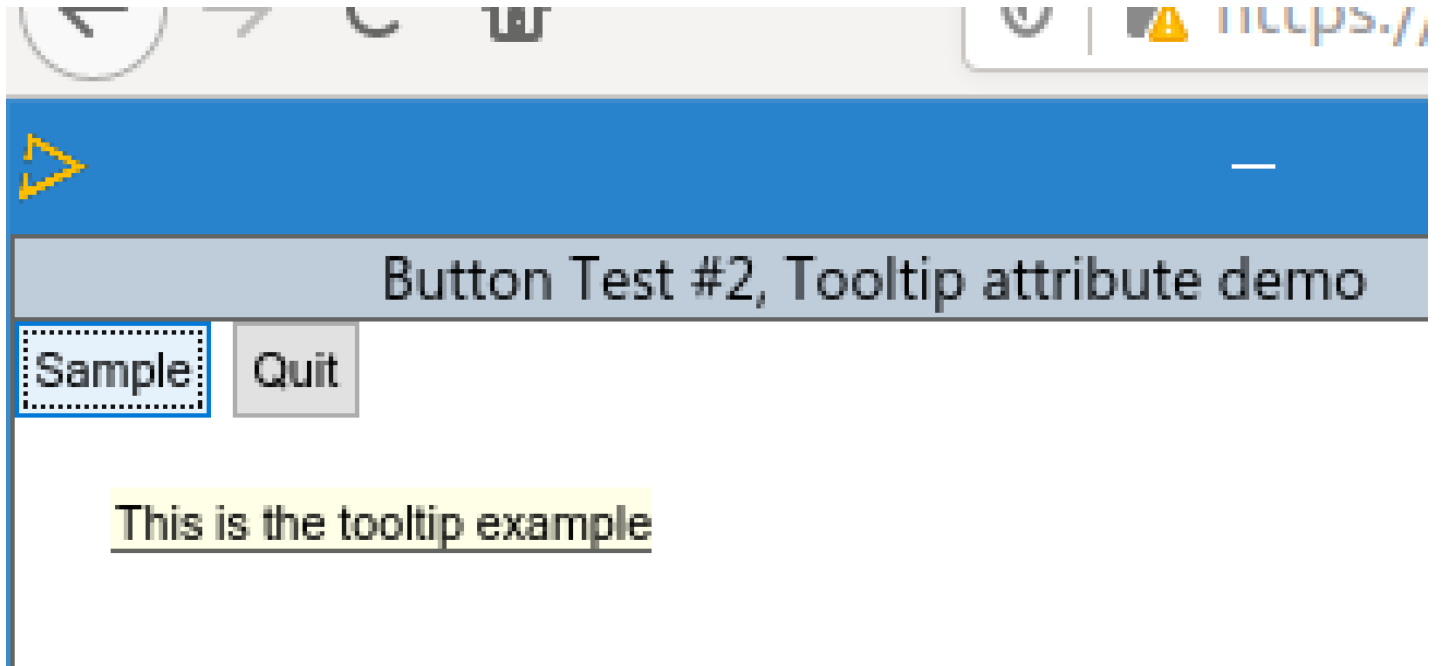
History

#1 - 05/27/2021 09:33 AM - Eugenie Lyzenko

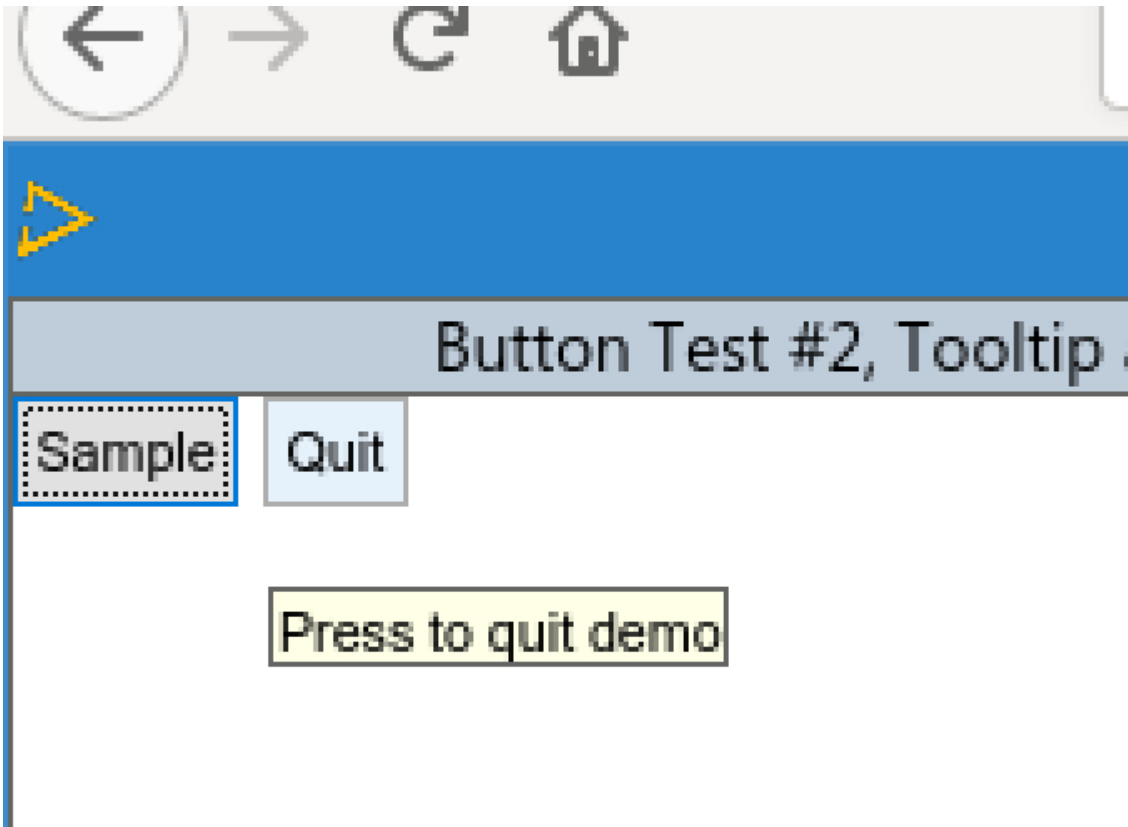
- File *tooltip_canvas2d_20210527a.jpg* added

- File *tooltip_webgl_issue_20210527a.jpg* added

To recreate - open any testcase that uses tooltip feature in Web client with webgl renderer. The picture:



To compare canvas2d proper picture:



As you can see the thin frame around tooltip rectangle is inconsistent in webgl. The strange thing here is the drawing primitives sequence is the same:

1. Fill rect
2. Frame rect

However the frame rectangle become overlapped by filled one.

#2 - 08/04/2021 07:20 AM - Greg Shah

- Related to Support #4955: web client/javascript drawing - fast vs crisp added

Files

tooltip_webgl_issue_20210527a.jpg	76.3 KB	05/27/2021	Eugenie Lyzenko
tooltip_canvas2d_20210527a.jpg	77.1 KB	05/27/2021	Eugenie Lyzenko