

OGantt Expelled Gremlins

ID : 1666 **Fixed in version :** 4.2.0.4**Short Description:** Vertical scroll over tree list not working**Full Description:** Our users require to be able the mouse scroll (vertical scroll) over the tree list area, now it work only on chart area**Comments :** This fix requires Studio version 10.2 Build 29818.**ID :** 1872 **Fixed in version :** 4.2.0.2**Short Description:** Horz scrollbar doesn't work**Full Description:** We are encountering an issue with the horizontal scroll of OGantt 4.2 and Omnis 10.2 (rev 28632 - the latest one).

The horizontal scroll doesn't work! As you can see in the video below, when i try to scroll with the arrow or by dragging the scrollbar, it goes back to the original position.

https://clienti888.r1-it.storage.cloud.it/888SPxOmnis-SoftPI/segnalzione_ogantt.mov?time=637471685163266847

The issue seems to exists only on Windows, on Big Sur it works fine.

Comments : Patch is available from
https://support.brainydata.com/ogantt_sw/patches/ogantt_4202_major_patch_win.zip**ID :** 1873 **Fixed in version :** 4.2.0.3**Short Description:** oGantt print doesn't work**Full Description:** we have noticed that with Omnis 10.2.1 (rev 28632) the OGantt print doesn't work on both macOS and Windows.

On Windows, only the first page is printed while on macOS the print is blank.

I've uploaded two screenshots on our FTP, but the issue can easily be replicated with the sample library

Comments : The macintosh and windows printing issues that were reported here were unrelated and required separate fixes.

macOS:

When we first ported oGantt to Cocoa we missed that the new Studio macOS block painting does not work when painting to off-screen using bitmaps which is used by oGantt when printing and by the method `$getbitmap()`. We had to make some substantial changes in the way oGantt paints as many of the painting functions have a quad purpose. They are used for standard paints, on-the-fly paints, printing and bitmap production. It is the on-the-fly painting that requires the new macOS block painting, which also works fine for standard paints, but not for off-screen paints using bitmaps.

winOS:

On windows the reported painting issue was with systems that have retina displays (emulated or physical). There was a problem converting paper coordinates from mm to screen coordinates when oGantt calculated the available space on paper.

Both these issues have been resolved by this release.

ID : 1891

Fixed in version : 4.2.0.4

Short Description: Mouse vertical scroll on gantt tree list

Full Description: The mouse vertical scroll on the tree list area of gantt component doesn't work. It only works over the graph section on the right.
The problem is on macOS only. It works fine on Win with ogantt 4.2.0.3.

Comments : This fix requires Studio version 10.2 Build 29818.