

## Bug Fixes

**ID :** 1667**Fixed in version :** 4.0.5**Short Description:** Gantt Print Issue

**Full Description:** there is e critical issue printing gantt chart.  
Some pictures get oversized, seem to be a resolution issue.

You can reproduce it with your example, enclosed some report where you can see the issue. It's random, it can be in the first, second or third page. Sometimes it is correct in all pages

AttachedFile: Archivio.zip

**Comments :** This is a Mac only issue effecting mainly the Studio Cocoa releases. The screen scaling factor had been calculated at a point after the device context on which it was based had been cleared, thus relying on remnants in memory for its accuracy. Hence the intermittent behaviour of this issue.

**ID :** 1723**Fixed in version :** 4.1.0**Short Description:** Intermittend crash

**Full Description:** OGantt sometimes crashes on OSX when closing window. It's very intermittent.

**Comments :**

## Enhancements

**ID :** 1670

**Implemented in version :** 4.0.6

**Short Description:** ugly print from no retina system

**Full Description:** Printing gantt chart from non retina system print a ugly report, seem to be in very low resolution.

Here enclosed you can see the same gantt chart printed from a Retina and not retina system.

AttachedFile: printgantt.zip

**Comments :** The original OGantt implementation only implemented off-screen painting as the only option for printing GANTT charts. This was probably because of the complexities of painting the various areas, thus implementing separate printing code was and is not an option at this stage as the entire painting code would have to be rewritten. Luckily, the Cocoa port of Studio makes available an option to manipulate the scaling factors of an Omnis off-screen DC. We have successfully used this feature to increase the resolution of off-screen painting by a factor of two on NON-RETINA systems.

This enhancement only applies to Studio 8 or later on Macintosh.