


 STATUS UPDATE

No update yet.

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 DESCRIPTION

ch...@stageten.tv created issue #1

Jetpack Compose release version: 1.2.0-alpha02

Android Studio Build: Android Studio Bumblebee | 2021.1.1 Patch 1 Build #AI-211.7628.21.2111.8139111, built on February 1, 2022 Runtime version: 11.0.11+0-b60-7590822 x86_64 VM: OpenJDK macOS 11.6.2 GC: G1 Young Generation, G1 Old Generation Memory: 3072M Cores: 12 Registry: external.system.auto.import.disabled=true, ide.instant.shutdown=false Non-Bundled Plugins: org AS7442.40)

Kotlin version: 1.6.10

Steps to Reproduce:

1. Create the following Text:

```
Text(  
    text = "Hello",  
    fontSize = 8.em,  
    style = TextStyle(  
        shadow = Shadow(  
            color = Color.Red,  
            offset = Offset(4f, 4f),  
            blurRadius = 0f,  
        )  
    )  
)
```

2. Observe the text has no shadow

3. Change to blurRadius = 2f

4. Observe the text has a red shadow

From discussion in Slack it sounds like there may be legacy reasons why a blur of 0 removes the shadow, see e.g.: [https://developer.android.com/reference/android/graphics/Paint#setShadowLayer\(float,%20float,%20float,%20Color\)](https://developer.android.com/reference/android/graphics/Paint#setShadowLayer(float,%20float,%20float,%20Color))


"If radius is 0, then the shadow layer is removed."

✓ Mentioned issues (1)

✓ Links (8)

 Mentioned issues (1)

-- -- ["https://issuetracker.google.com/153651969"](https://issuetracker.google.com/153651969)

 Links (8)

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["https://buganizer.corp.google.com/components/779818"](https://buganizer.corp.google.com/components/779818)


["https://buganizer.corp.google.com/components/779818"](https://buganizer.corp.google.com/components/779818)

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["https://buganizer.corp.google.com/hotlists/2375891"](https://buganizer.corp.google.com/hotlists/2375891)

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COMMENTS



ch...@stageten.tv <ch...@stageten.tv> #2


Sorry I should have included this in the original post: I would expect to be able to draw a shadow with 0 blur radius. If I didn't want a shadow, I would apply no shadow at all.

Having said that, this is not a feature I urgently need. And probably I don't need it at all. Just fyi.



ry...@google.com <ry...@google.com>

Assigned to an...@google.com.



si...@google.com <si...@google.com> #3

Thank you for the report.

se...@google.com <se...@google.com> [#4](#)

Reassigned to hw...@google.com.

This is rendered this way by Skia and matches Android platform behavior.

-

Hwui team, is there a reason Skia has this behavior, and is there a workaround available?

Thanks!

nj...@google.com <nj...@google.com> [#5](#)

Discussed with the original bug filer in the ASG slack group. The blur radius indicates the side of the shadow itself, if there is no blur radius then there is no shadow. This is the equivalent of width/height of 0 pixels. I believe this to be WAI.

si...@google.com <si...@google.com> [#6](#)

Thanks Nader.

The analogy might be the case technically, on the other hand here is a similar analogy as somebody who doesn't know the details (based on the name blur)

The same example where i set width and height, but set the roundedCornerRadius=0 where roundedCornerRadius=0 zero means no width and height and invalid.

I find blurRadius to be more like roundedCornerRadius but not width/height.

On Mon, Feb 28, 2022, 14:09 njawad <buganizer-system+njawad@google.com> wrote:

[- Show quoted text -](#)

si...@google.com <si...@google.com> [#7](#)

Elaboration on what i said :)

If i have a rounded rectangle drawing and set the radius to zero only to see that there is no rectangle anymore. I think the same surprise happens with shadow blur radius.

On Mon, Feb 28, 2022, 14:15 Siyamed Sinir <siyamed@google.com> wrote:

[- Show quoted text -](#)

si...@google.com <si...@google.com> [#8](#)

will try to see what happens on screen with small radius values, but maybe this is an API doc and suggestion if not implementation; or a small implementation or correction on compose side


si...@google.com <si...@google.com> [#9](#)

Attached an output on the current compose, Android T
for code

```
Column(Modifier.verticalScroll(rememberScrollState())) {  
    abc(0f)  
    abc(0.001f)  
    abc(0.01f)  
    abc(0.1f)  
    abc(1f)  
    abc(10f)  
    abc(100f)  
}
```

```
@Composable  
fun abc(radius: Float) {  
    Text(  
        text = "Hello",  
        fontSize = 8.em,  
        style = TextStyle(  
            shadow = Shadow(  
                color = Color.Red,
```

```
        offset = Offset(10f, 10f),
        blurRadius = radius,
    )
}
}
```

 **Mon Feb 28 2022 14:21:43 GMT-0800 (Pacific Standard Time).png**
120 KB [View](#) [Download](#)

si...@google.com <si...@google.com> [#10](#)

Looks like for a very small value it works as expected or almost as expected.

I wonder the historical reason to disable shadow when it is 0. It *feels* more like a on/off switch rather than requirement.

si...@google.com <si...@google.com> [#11](#)

A side note for reporter: for now please use a very small value (i.e. 0.001f - I did not test on multiple android versions) to achieve your goal.

si...@google.com <si...@google.com> [#12](#)

checked the [history](#)

ha...@google.com <ha...@google.com> [#13](#)

Css text-shadow doesn't treat `blur radius == 0` as a flag of actually drawing the shadow. It is drawn without any blur at the given offset when radius is 0.

We can also make a point for animations here as there would be a major difference between `[0, 8]` and `(0, 8]` continuous ranges while drawing a shadow.

I'm leaning towards small implementation change on compose side to still draw the shadow when radius is 0, instead of adding a gotcha case in documentation that someone will discover o
Compose also makes it easier to toggle the shadow by simply omitting it conditionally in a Composable.

si...@google.com <si...@google.com> [#14](#)

+1, thats what I plan. I also talked with the original author of the code change in comment#12, also tested with Float_Min. My plan/suggestion for this ticket is to use Float_Min as default val

am...@google.com <am...@google.com> [#15](#)

Reassigned to an...@google.com.

Hi, as a part of our efforts to streamline our Android Graphics bug triaging, this bug (which was assigned to hwui-team@google.com) is being reassigned to android-cogs-eng@google.com for Stack triage rotation.

Please refer to the updated Android Graphics issue templates here: <https://b.corp.google.com/components/24939#templates>

To ensure future visibility and follow-up, please assign general Android Graphics issues to either android-cogs-eng@google.com, android-graphics-gpu@google.com, or android-graphics-gam@google.com thank you!

ch...@google.com <ch...@google.com> [#16](#)

Reassigned to nj...@google.com.

Nader: over to you. See comment in #10, that seems like a good explanation of why this is hard to understand from an API perspective. That is, if we are getting incrementally closer to 0 and it would just disappear at a value of 0. Seems like an odd optimization that is not in line with the language. At a minimum, we could doc the behavior (since we obviously can't fix it in previous versions) happening at the Skia layer and see if there's a way to avoid punting on it at values of 0 (resulting in a shadow without a blur)

ap...@google.com <ap...@google.com> [#17](#)

Project: platform/frameworks/support
Branch: androidx-main

commit a18d2ad3c61a3487efaae147388fa24b65c5afcf
Author: siyamed <siyamed@google.com>
Date: Wed Aug 03 11:28:26 2022

Set text shadow blur to Float.Min when blur = 0

This CL sets the shadow blur to Float.Min when the blur is defined as 0.

This is required because developers expect the blur=0 to still show shadow where as platform paint/canvas disables shadow when blur is 0.

Since currently Text does not use Compose Canvas, and currently no time travel is possible to fix older platform versions, the changes are made on Compose Text layer.

Test: ./gradlew text:text:test
Test: ./gradlew text:text:cAT
Test: ./gradlew compose:ui:ui-text:test
Test: ./gradlew compose:ui:ui-text:cAT

Bug: 219552739

Change-Id: Icaa042b4a2e1dc2d74924694432dd46acd1ab31c

- M compose/ui/ui-text/src/androidMain/kotlin/androidx/compose/ui/text/platform/extensions/TextPaintExtensions.android.kt
- M compose/ui/ui-text/src/androidMain/kotlin/androidx/compose/ui/text/platform/AndroidTextPaint.android.kt
- M compose/ui/ui-text/src/androidAndroidTest/kotlin/androidx/compose/ui/text/AndroidParagraphTest.kt
- M compose/ui/ui-text/src/androidMain/kotlin/androidx/compose/ui/text/platform/extensions/SpannableExtensions.android.kt

<https://android-review.googlesource.com/2172941>



si...@google.com <si...@google.com> [#18](#)

I couldnt find a graphics component therefore assigned to ui/ui. The text issue was solved; the ticket is already assigned to njawad for graphics perspective.