
Subject: Re: Painter DrawLineStroke proposal
Posted by [koldo](#) on Fri, 04 Dec 2009 08:37:50 GMT
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Hello Mirek

So do I have to do this?:

```
void MyClass::Paint(Draw& drw)
{
    Size sz = GetSize();
    ImageBuffer ib(sz);
    BufferPainter w(ib);
    w.Clear(RGBAZero());

    w.LineCap(LINECAP_BUTT);

    if (MY_ACTUAL_IMPLEMENTATION)
        w.DrawLine(0, 0, 20, 20, 5, Black()); // w.LineCap(LINECAP_BUTT) does nothing
    else { // Proposed implementation
        w.Move(0, 0);
        w.Line(20, 20);
        w.Stroke(5, Black());
    }

    drw.DrawImage(0, 0, ib);
}
```

I mean I cannot use DrawLine() and instead I have to use Move().Line.Stroke().

Best regards
Koldo
