
Subject: Re: Painter bug?

Posted by [dolik.rce](#) on Fri, 11 Mar 2011 21:55:59 GMT

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Hi Pavel

It looks almost as if the h1 gets truncated or rounded to int somewhere in the process, because the line is visible only when h1 has some non-zero decimal part and the width of the gap is biggest for xy.5.

One other possible cause could lie in the subpixel accuracy rendering and related anti-aliasing. Unfortunately, from the quick look I had at it I couldn't figure where exactly the problem is...

Also I don't have much idea about Painter internals, so I don't know exactly where to look. Perhaps Mirek will know better...

Best regards,
Honza
