
Subject: BSD problems with Draw

Posted by [arturbac](#) on Tue, 19 Jun 2007 22:22:37 GMT

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It looks for me that Clipping with complicated Polygons with holes doesn't work ok on X

1 Screen - some zoom , hard to find which is draw wrong but at least anything is drawn

2 Screen - 1 zoom moved in such way that hole with circle is Clipped - nothing is drawn

3 - Screen WIN32 everything is ok.

File Attachments

1) [bsd_drawwrong1.png](#), downloaded 533 times
