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 Cliping with complicated Polygons with holes dosn't work ok on X

1 Screen - some zoom , hard to find which is draw wrong but at leas anything is drawn
2 Scree - 1 zoom moved in such way that hole with circle is Cliped - nothing is drawn
3 - Screen WIN32 everything is ok.

File Attachments
1) bsd_drawwrong1.png, downloaded 537 times