
Subject: Re: problems drawing in Linux (ubuntu 7.10)

Posted by [mirek](#) on Wed, 16 Apr 2008 12:15:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fix for the polygon problem:

```
static void DrawPolyPolyPolygonRaw(Draw& draw, const Point *vertices, int vertex_count,
    const int *subpolygon_counts, int subpolygon_count_count, const int *, int)
{
    DrawLock __;
    Point offset = draw.GetOffset();
    const Point *in = vertices;
    for(int i = 0; i < subpolygon_count_count; i++) {
        int n = subpolygon_counts[i];
        Buffer<XPoint> out_points(n);
        XPoint *t = out_points;
        XPoint *e = t + n;
        while(t < e) {
            t->x = (short)(in->x + offset.x);
            t->y = (short)(in->y + offset.y);
            t++;
            in++;
        }
        XFillPolygon(Xdisplay, draw.GetDrawable(), draw.GetGC(), out_points, n, Nonconvex,
            CoordModeOrigin);
    }
}
```

Mirek
