Subject: Re: Painter
Posted by mirek on Sat, 07 Feb 2009 10:43:34 GMT

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tojocky wrote on Thu, 05 February 2009 08:14I tried Stroke example from uppdev.
I have interesting situation in this image:

Is this a normal situation?

Nope.

Well, "Stroke" was my development package for stroking the path.

For that reason, I was using exisitng AGG based painter for comparison. I believe the bug you see
is in AGG

Anyway, that phase is now over, my stroker is working.

Funny thing is that AGG stroker is 800 lines while my new stroker is 150 lines long (and 2KB in
compiled code).

I guess that my "AGG-free" painter will squeeze to 20KB of code - something that could be easily
added to Draw (or future DrawCore).

Mirek