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