Subject: Re: Painter bug?
Posted by tojocky on Sun, 13 Mar 2011 10:55:44 GMT

Mindtraveller wrote on Sat, 12 March 2011 23:14Thank you for the replies. The problem is clear now.
Currently I see the only solution, and I'm not really shure you want it.
Anyway. We could use temporary surface which stores color + alpha for a sequence of operations. On writing a pixel, it's color is calculated in usual way, but alpha is added to the current alpha value. E.g. we will have alpha = 256 in previous Mirek's example. Rendering this temporary surface to actual image will give solid black color which is absolutely right result.
This could look like this:

```
painter
    .BeginComplex()
    ./*draw polygon 1*/
    ./*fill polygon 1*/
    ./*draw polygon 2*/
    ./*fill polygon 2*/
    ./*draw polygon 3*/
    ./*fill polygon 3*/
    .EndComplex()
;
```

Pavel, What about just round your values and draw with integers coordinates for do not use sub-pixel?