Hello all

I wanted to paint a dashed polyline, but code like this does not work properly.

How could you do it?

```
void DrawPolyline(Painter& w, const Vector<Point> &p)
{
 for (int i = 1; i < p.GetCount(); ++i)
  w.Move(p[i-1]).Line(p[i]).Stroke(2, Black()).Dash("5 2");
}
```