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Subject: DDARasterizer

Posted by [mirek](#) on Sun, 12 May 2013 15:02:44 GMT

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I have added DDARasterizer class to Draw package - it is able to convert lines and polygons to series of vertical and horizontal line segments, using strictly non-antialiased DDA/Bresenham algorithm.

It is intended to e.g. emulate polygon painting when only DrawRect is available.

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