
Subject: Re: BufferPainter now MT optimized
Posted by [Tom1](#) on Fri, 29 Dec 2017 12:07:40 GMT
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Hi Mirek,

Sorry to inform you, but there is something wrong with `::Co` when drawing solid strokes of longer polylines. They come out as narrow center line and then some filled polygon in some part of the edge line.

I'm really busy at the moment, but I'll try to get some pictures of the phenomenon in the coming days, next week likely.

Best regards,

Tom
