Subject: Re: BufferPainter now MT optimized
Posted by Tom1 on Fri, 29 Dec 2017 15:00:46 GMT
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Hi,

This is sooner than next week... :)

The attached images show a small vector map of an island rendered with ::Co(true) in MT-Painter.png and ::Co(false) in ST-Painter.png from the same location at the same zoom level. In this case the entire contour line became a full polygon instead of a stroke. In many cases, only part of a polyline becomes a polygon. The rest of the stroke is then represented by a very thin center line of the intended stroke. In those cases the closing edge of the polygon seems always to be horizontal.

Best Regards,

Tom


File Attachments
1) MT-PainterIssue.zip, downloaded 359 times