
Subject: Re: BufferPainter now MT optimized
Posted by [mirek](#) on Fri, 29 Dec 2017 16:39:26 GMT
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Any chance for extracting a testcase for this?

Or maybe just a hint how the painting code looks like... Painter Co works by storing multiple paths into buffer, if they are solid color only, then rasterizing these multiple paths in parallel, then rendering resulting lines of resulting raster in parallel. If it is not a solid color polygon/stroke, it is rasterized ST, then lines rendered in parallel.

What could go wrong is that perhaps the storing multiple paths has some problems. That would be probably caused by some combination of Fill / Stroke that I do not account for correctly...

Mirek
