Subject: Re: BufferPainter now MT optimized
Posted by Tom1 on Wed, 03 Jan 2018 08:04:38 GMT

Hi Mirek,

I found out that PreClip(true/false); is involved here. (To optimize rendering performance in my code, I enable PreClip only for rendering dashed strokes.)

Please find attached the MTPainterIssue testcase package. It is supposed to draw four sine waves, half of which are solid and the other half dashed. As it turns out, with BufferPainter::Co the solid strokes become fills instead of lines. The package is delivered here in its faulty state with painter.Co(true); please set to false to see the correct rendering.

The way to fix this problem in the MTPainterIssue testcase package is to switch the ordering of PreClip(true)/Begin() and End()/PreClip(false) pairs for dashed lines. This is also the appropriate fix for my actual code.

Best regards,

Tom

Update: Added the missing attachment...

File Attachments
1) MTPainterIssue.7z, downloaded 348 times