
Subject: Re: BufferPainter now MT optimized
Posted by [Tom1](#) on Wed, 03 Jan 2018 08:04:38 GMT
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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 339 times
