Subject: Re: BufferPainter now MT optimized
Posted by mirek on Sat, 06 Jan 2018 20:16:50 GMT
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BufferPainter::PreClipDashed

Please try...

Also: Currently, "End" limits polygons that can be rasterized in parallel. This is mostly "just to be sure" thing - there are some cases where this is necessarry and I was to scared to try to identify them precisly.

Current model is:

Polygons (or lines) filled with single color can be rasterized in parallel, then filled in parallel. End limits the group of such polygons.

More complex fills are rasterized in single thread, then filled in parallel.

(Rasterized means more or less "converted from lines to pixels").

If you think it is helpful for you code to remove End boundary, I can try...