
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Mon, 12 Nov 2018 08:25:25 GMT
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Hi Mirek,

It is faster indeed, but now some segments of strokes drop out on the right edge of the view if they are partially clipped by the right edge of the view. I think the 'blanking distance' from the right edge is erroneously dependent on the scaling in the transformation being used. (I use the scaling and transformation to implement zooming, rotation and panning of vector maps.)

Another issue is that Filled text drops out in the top edge when the text touches or crosses the edge of the view. The outline (Stroked) text gets drawn until half of it is clipped from the top. (They should obviously both be drawn as long as there are any pixels visible.)

Best regards,

Tom
