
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Mon, 12 Nov 2018 08:35:30 GMT
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Tom1 wrote on Mon, 12 November 2018 09:25Hi 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

Well, thanks for testing, in fact I was hoping you will test this and half expected that there will be issues.

Do you think it would be possible to provide screenshots and/or testcase?

Are this issue apparent both in ST and MT?

Also: In Render.cpp, line 142, there is

```
if(pathattr.mtx_serial != preclip_mtx_serial) {
```

try to change that to

```
if(pathattr.mtx_serial != preclip_mtx_serial || 1) {
```

Thanks, I will try hard to resolve this as soon as possible... (if you provide testcase, it should be really soon :)

Mirek
