
Subject: Re: 2020.1 alpha

Posted by [Tom1](#) on Tue, 31 Mar 2020 11:02:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek,

I'm using the wonderful new `Xform2D::Map()` to render a raster map image over a specific area with specific corner coordinates. This is a great feature, but `BufferPainter::Fill(image)` suffers from edge effects at the borders of the image fill. The fill leaves narrow gaps between the filled triangles. Both `FILL_FAST` and `FILL_EXACT` exhibit this problem. Even a simple `BufferPainter::Fill(Blue())` exhibits this issue, although the gap seems slightly narrower then.

At this time I would like to be able to use at least `FILL_FAST`. Can you take a look at this?

Here's a testcase:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class PainterImageMapping : public TopWindow {
public:
    typedef PainterImageMapping CLASSNAME;
```

```
    PainterImageMapping(){
        Sizeable();
    }
```

```
    virtual void Paint(Draw &draw){
        ImageBuffer ib(GetSize());
        {
            ImageBuffer imb(500,500);
            {
                BufferPainter iw(imb);
                iw.Clear(Black());
            }
        }
```

```
        Image img(imb);
```

```
        // image coordinates
        Pointf iNW(0,0);
        Pointf iNE(img.GetWidth(),0);
        Pointf iSW(0,img.GetHeight());
        Pointf iSE(img.GetWidth(),img.GetHeight());
```

```
        BufferPainter w(ib);
        w.Clear(White());
```

```

dword flags=FILL_FAST;
//dword flags=FILL_EXACT;
{
    Pointf nw(100,100);
    Pointf ne(700,100);
    Pointf sw(100,700);
    Pointf se(650,750);
    w.Move(nw).Line(ne).Line(se).Fill(img, Xform2D::Map(iNW,iNE,iSE,nw,ne,se), flags);
    w.Move(nw).Line(sw).Line(se).Fill(img, Xform2D::Map(iNW,iSW,iSE,nw,sw,se), flags);
}
{
    Pointf nw(700,100);
    Pointf ne(1400,120);
    Pointf sw(650,750);
    Pointf se(1300,720);
    w.Move(nw).Line(ne).Line(se).Fill(img, Xform2D::Map(iNW,iNE,iSE,nw,ne,se), flags);
    w.Move(nw).Line(sw).Line(se).Fill(img, Xform2D::Map(iNW,iSW,iSE,nw,sw,se), flags);
}
{
    Pointf nw(100,700);
    Pointf ne(650,750);
    Pointf sw(100,1200);
    Pointf se(650,1350);
    w.Move(nw).Line(ne).Line(se).Fill(img, Xform2D::Map(iNW,iNE,iSE,nw,ne,se), flags);
    w.Move(nw).Line(sw).Line(se).Fill(img, Xform2D::Map(iNW,iSW,iSE,nw,sw,se), flags);
}
{
    Pointf nw(650,750);
    Pointf ne(1300,720);
    Pointf sw(650,1350);
    Pointf se(1300,1220);
    w.Move(nw).Line(ne).Line(se).Fill(img, Xform2D::Map(iNW,iNE,iSE,nw,ne,se), flags);
    w.Move(nw).Line(sw).Line(se).Fill(img, Xform2D::Map(iNW,iSW,iSE,nw,sw,se), flags);
}

w.Finish();
}
SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));
}
};

GUI_APP_MAIN
{
    PainterImageMapping().Run();
}

```

Best regards,

Tom

[EDIT] - Expanded testcase to include another row of tiles. This effectively adds (nearly) horizontal facing edges.
