
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 than.

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.
