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Subject: Re: 2020.1 alpha

Posted by [mirek](#) on Tue, 31 Mar 2020 13:15:35 GMT

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Tom1 wrote on Tue, 31 March 2020 13:02Hi 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.

I am afraid this is just a feature of antialiased rendering. Problem is gradual composition of those edge points I think.

`FILL_FAST` unfortunately is still based on the same method, just rounding values to 0/1.

Mirek

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