Hi,

OK, Thanks. It (adding Stroke) does work indeed, but the penalty is 40% increase in execution time.

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Interestingly, this combo works too:

 BufferPainter w(ib,MODE_NOAA);

 dword flags=FILL_HREFLECT|FILL_VREFLECT|FILL_FAST;

But of course I do not wish to use MODE_NOAA as it ruins everything else.

Could this observation be used to tweak the same behavior out of BufferPainter using MODE_ANTIALIASED with minor modifications?

IMO, switching internally temporarily to MODE_NOAA while rendering with FILL_FAST is quite OK -- if only possible.

Best regards,

Tom