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Subject: Re: 2020.1 alpha

Posted by [Tom1](#) on Tue, 31 Mar 2020 20:04:13 GMT

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Hi,

Thanks Mirek! It works just perfectly.

I used the following pattern to sufficiently overlap and expand the triangles:

```
w.Move(nw+Pointf(-2,-1)).Line(ne+Pointf(1,-1)).Line(se+Pointf(1,1)).Fill(img,
Xform2D::Map(iNW,iNE,iSE,nw,ne,se), flags);
w.Move(nw+Pointf(-1,-1)).Line(sw+Pointf(-1,1)).Line(se+Pointf(2,1)).Fill(img,
Xform2D::Map(iNW,iSW,iSE,nw,sw,se), flags);
```

And: No observable slowdown! :)

Thanks and best regards,

Tom

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