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Subject: Re: Single Pixel Wide Straight Lines  
Posted by [devilsclaw](#) on Fri, 14 Oct 2022 21:58:22 GMT  
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To fix the below I ended up doing this.

```
void DrawLine(BufferPainter* bp, int x1, int y1, int x2, int y2, double stroke, Color color) {  
    double center_of_line_x = 0;  
    double center_of_line_y = 0;  
    if(x1 == x2) {  
        center_of_line_x = stroke / 2.0;  
    }  
    if(y1 == y2) {  
        center_of_line_y = stroke / 2.0;  
    }  
    bp->Move(x1 + center_of_line_x, y1 + center_of_line_y).Line(x2 + center_of_line_x, y2 +  
center_of_line_y).Stroke(stroke, color);  
}
```

### File Attachments

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1) [Screenshot\\_2022-10-14\\_14-54-49.png](#), downloaded 506 times

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