

## U++ - Feature #214

### Painter: Stroke Preclip

12/11/2011 01:01 PM - Miroslav Fidler

<b>Status:</b>	Approved	<b>Start date:</b>	12/11/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	10.00 hours
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>Stroking with dash is expensive, sometimes there is situation where only small fraction of dashes really gets displayed in final clip view.</p> <p>It would be nice optimization if Stroke would have been preclipped to eliminate generation of unnecessary dashes...</p>			

### History

#### #1 - 01/26/2015 04:12 PM - Miroslav Fidler

- Status changed from New to Ready for QA

#### #2 - 03/14/2015 07:31 PM - Miroslav Fidler

- Status changed from Ready for QA to Approved