
Subject: BSD problems with Draw

Posted by [arturbac](#) on Tue, 19 Jun 2007 22:22:37 GMT

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It looks for me that Clipping with complicated Polygons with holes doesn't work ok on X

1 Screen - some zoom , hard to find which is draw wrong but at least anything is drawn

2 Screen - 1 zoom moved in such way that hole with circle is Clipped - nothing is drawn

3 - Screen WIN32 everything is ok.

File Attachments

1) [bsd_drawwrong1.png](#), downloaded 609 times

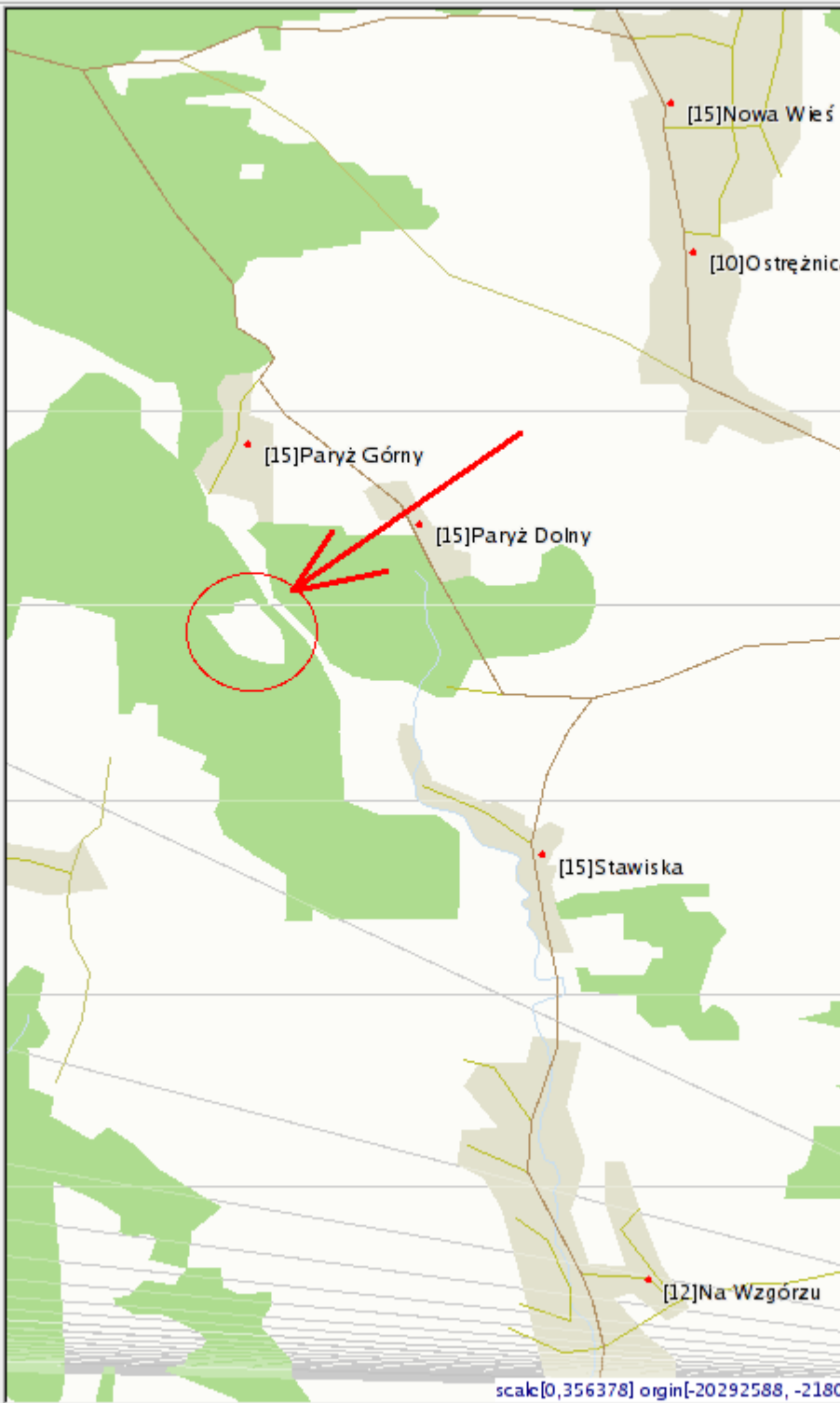
MapMaker 4.0 Alpha x64

Plik Transformacja



Type GEO

- Warstwa
- CitiesAreas
- BuiltupAreas
- ForestAreas
- GreenAreas
- WaterAreas
- AirportAreas
- CemeteryAreas
- StadiumAreas
- RiverLines
- BorderLines
- BuildingAreas
- RoadLines
- RailwayLines
- PlacePoints
- WaterPoints
- ServicePoints
- AddressPoints



145 135 1 1

Zaznacz

Obrisy

Ready

scale[0,356378] origin[-20292588, -2180]