
Subject: Re: Assertion fails in BufferPainter::TransformOp() with rotated text
Posted by [Tom1](#) on Tue, 03 Jan 2017 11:53:02 GMT

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Hi Mirek,

I found that I have likely unconsumed Move(x,y) statement(s) left over in the queue from previous optimized polyline rendering. It's just like placing an "iw.Move(10,10);" just before DrawText in your sample. This causes the assertion.

So it's all my mistake. I interpreted the symptoms all wrong from the beginning. Sorry for bothering you with this.

Thanks and best regards,

Tom
