

## User Interface - Bug #5532

### Fix incorrectly rendered convex lines by WebGL renderer

07/08/2021 05:50 AM - Hynek Cihlar

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	<b>case_num:</b>
<b>billable:</b> No	
<b>vendor_id:</b> GCD	
<b>Description</b>	
<b>Related issues:</b>	
Related to User Interface - Support #4955: web client/javascript drawing - fa... <b>Closed</b>	

### History

#### #1 - 07/08/2021 05:54 AM - Hynek Cihlar

This is a follow up issue of #5255, #5255-17 and related notes.

Convex lines are still not rendered correctly. Compare Swing and WebGL outputs of rounded RECTANGLE widgets.

#### #3 - 08/04/2021 07:20 AM - Greg Shah

- Related to Support #4955: web client/javascript drawing - fast vs crisp added