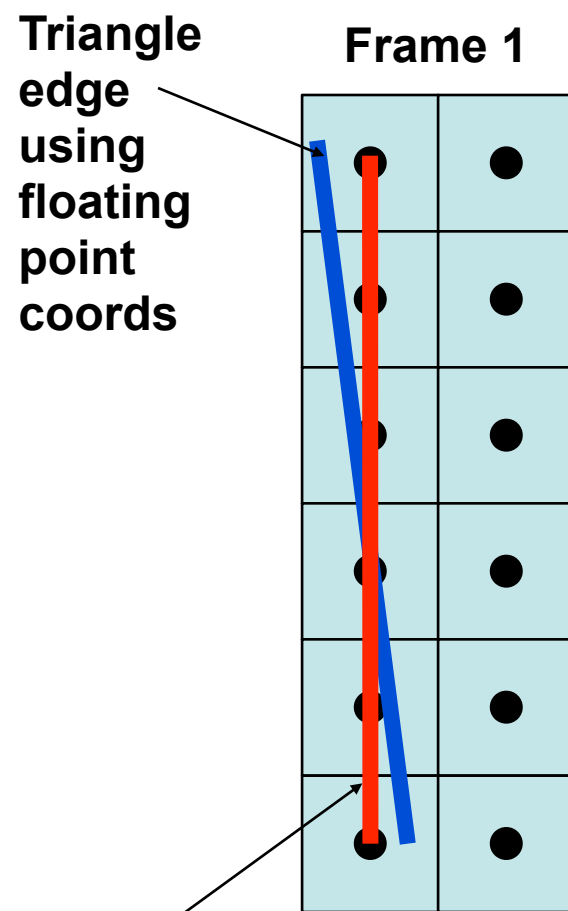
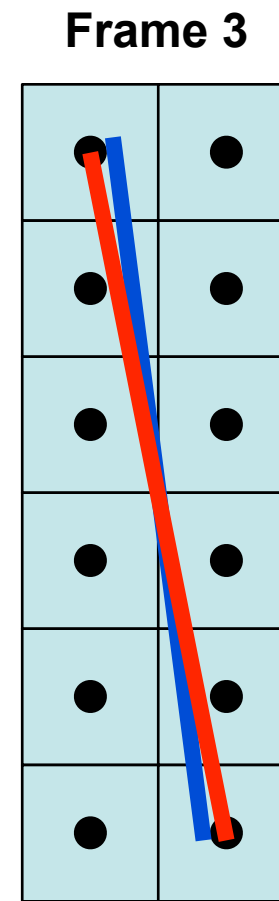
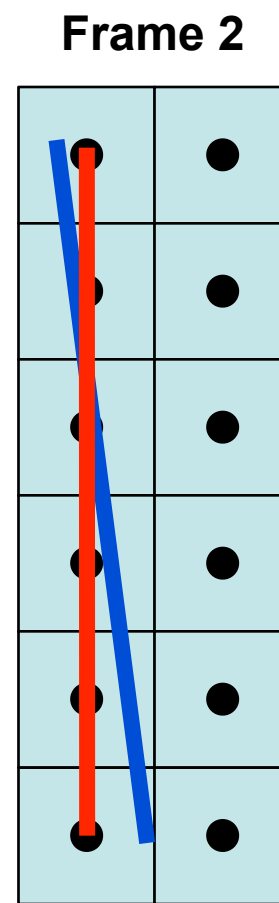


# What happens if you round off floating point vertices to nearest pixel center?



Edge with "snapped" vertex coordinates



With sub-pixel coordinates this will get solved

Big jump here... looks really bad.