

# Re: Pen width difficult to control with scaled graphics

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2009-01/msg00006.html>

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- *From:* "Bob Powell [MVP]" <[bob@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:bob@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Thu, 22 Jan 2009 19:49:58 +0100
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This is a well known problem with GDI+

There doesn't seem to be a workaround except drawing some of the graphics at scale and then others unscaled using the matrix but scaled manually.

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"Paul" <[this@xxxxxxxxxx](mailto:this@xxxxxxxxxx)> wrote in message <news:%23g0akn0XJHA.5828@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

I'm using System.Drawing.

My logical drawing area is 10000f x 10000f. I am drawing a graph of continuous meter readings using Graphics.DrawLine. How can you set a pen width of 4 pixels? I am completely baffled. Either I get 1 pixel width or it snaps up to about 50 pixels. There is no fine control over the pen width. I am inverting the pen scaling using the inverse of the graphics transform (required for constant width lines).

The funny thing is that when my logical units are 10000f x 100f I can

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control the pen width very nicely, and by inverting the graphics transform the line drawn is uniform in x and y directions, which is what you would want. I would use this scaling, but there is some strange rounding error and my curves have annoying step jumps -- I am using float valued APIs and I was expecting all my win32 rounding issues a thing of the past. By increasing the vertical scale by x100 I get smooth curves, but the pen is out of control then.

Did any of this make sense?