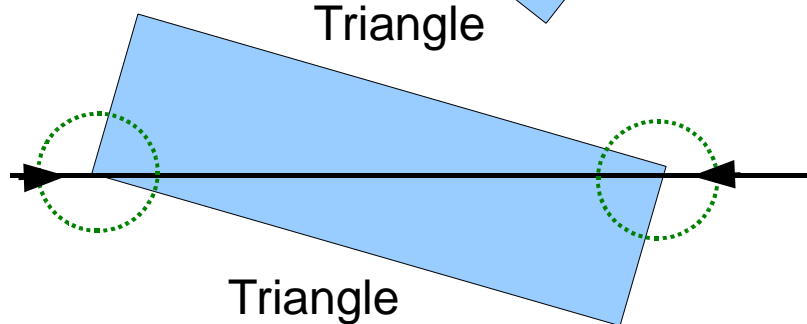
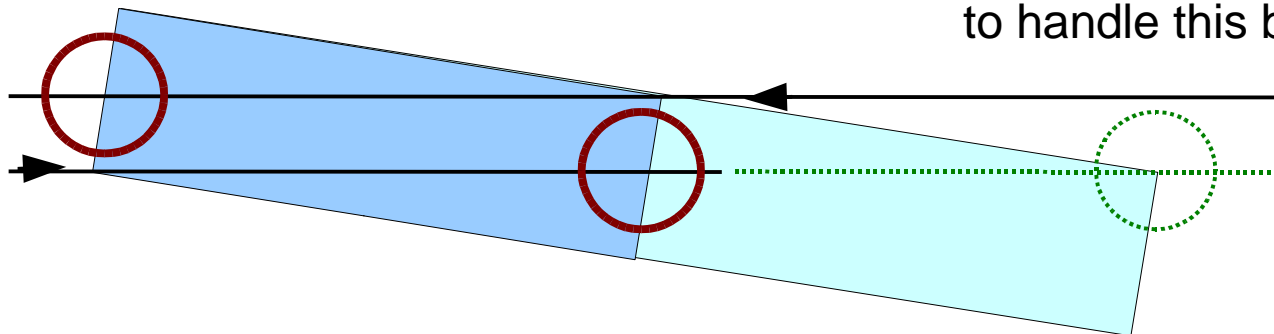


The normal algorithm is to draw a line as a top triangle, a middle parallelogram, and a bottom triangle

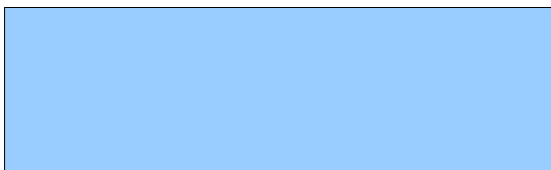
This algorithm works until a certain shallow angle is reached the top part is no longer a triangle



At shallow angles, the logic falls apart – the intersection occurs in the wrong place and the algorithm draws triangles that are too long (there is an alternative algorithm that could be used, but it just doesn't seem worthwhile just to handle this bad case.



Note that using a *longer* line or a *thinner* line avoids the problem.



Below a magic threshold angle, all shallow lines are draw as flat. Adjusting the threshold can avoid the problem too, but that can produce bad visual effects.