

Bug 1613260 - Support per-task scale for local space rasterization.

[Bugzilla](#)

Also: [Bug 1613262 - Use local space rasterization for all off-screen surfaces](#)

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Existing Reftests

```
cargo run --release -- --angle -p1 reftest
```

```
MAX_SURFACE_SIZE: f32 = 4096.0
```

```
REFTEST INFO | 273 passing, 1 failing
```

```
Reftests with unexpected results:
```

```
reftests\aa\rounded-rects.yaml == reftests\aa\rounded-rects-ref.png
```

```
MAX_SURFACE_SIZE: f32 = 128.0
```

```
REFTEST INFO | 267 passing, 7 failing
```

```
Reftests with unexpected results:
```

```
reftests\aa\rounded-rects.yaml == reftests\aa\rounded-rects-ref.png
```

```
reftests\filters\svg-srgb-to-linear.yaml == reftests\filters\srgb-to-linear-ref.yaml
```

```
reftests\filters\svg-filter-composite.yaml == reftests\filters\svg-filter-composite-ref.yaml
```

```
reftests\split\perspective-clipping.yaml == reftests\split\perspective-clipping-ref.yaml
```

```
reftests\split\ordering.yaml == reftests\split\ordering-ref.yaml
```

```
reftests\split\near-plane.yaml == reftests\split\near-plane.png
```

```
reftests\split\gradient.yaml == reftests\split\gradient-ref.yaml
```

`filters\svg-srgb-to-linear.yaml` - seems OK, upscaling from 128 causes fuzzy edges (and off-by-one-bit interior pixels):

 Wrench

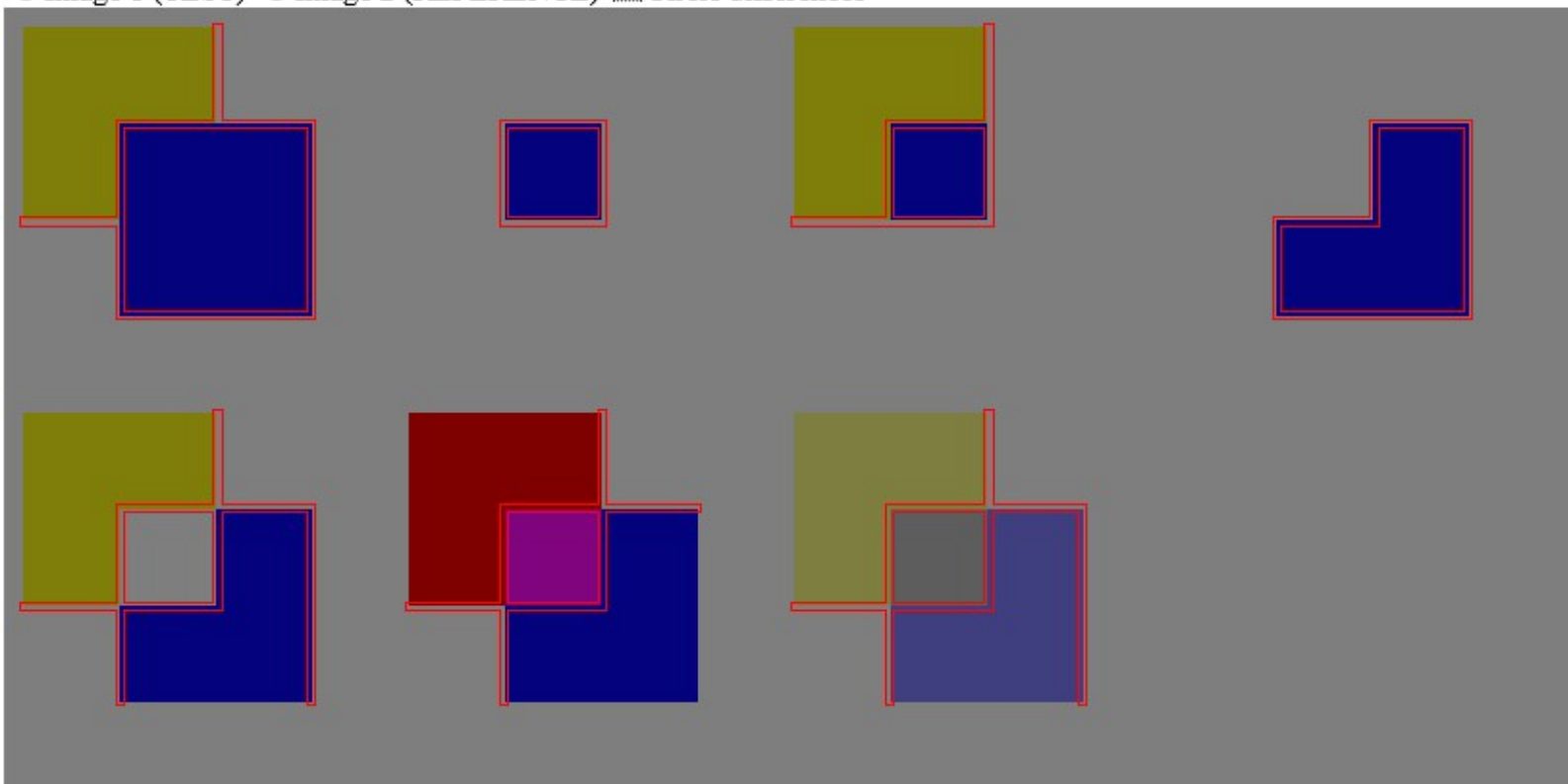


 Wrench



`filters\svg-filter-composite` - seems OK, upscaling from 128 causes fuzzy edges:

Image 1 (TEST) Image 2 (REFERENCE) Circle differences



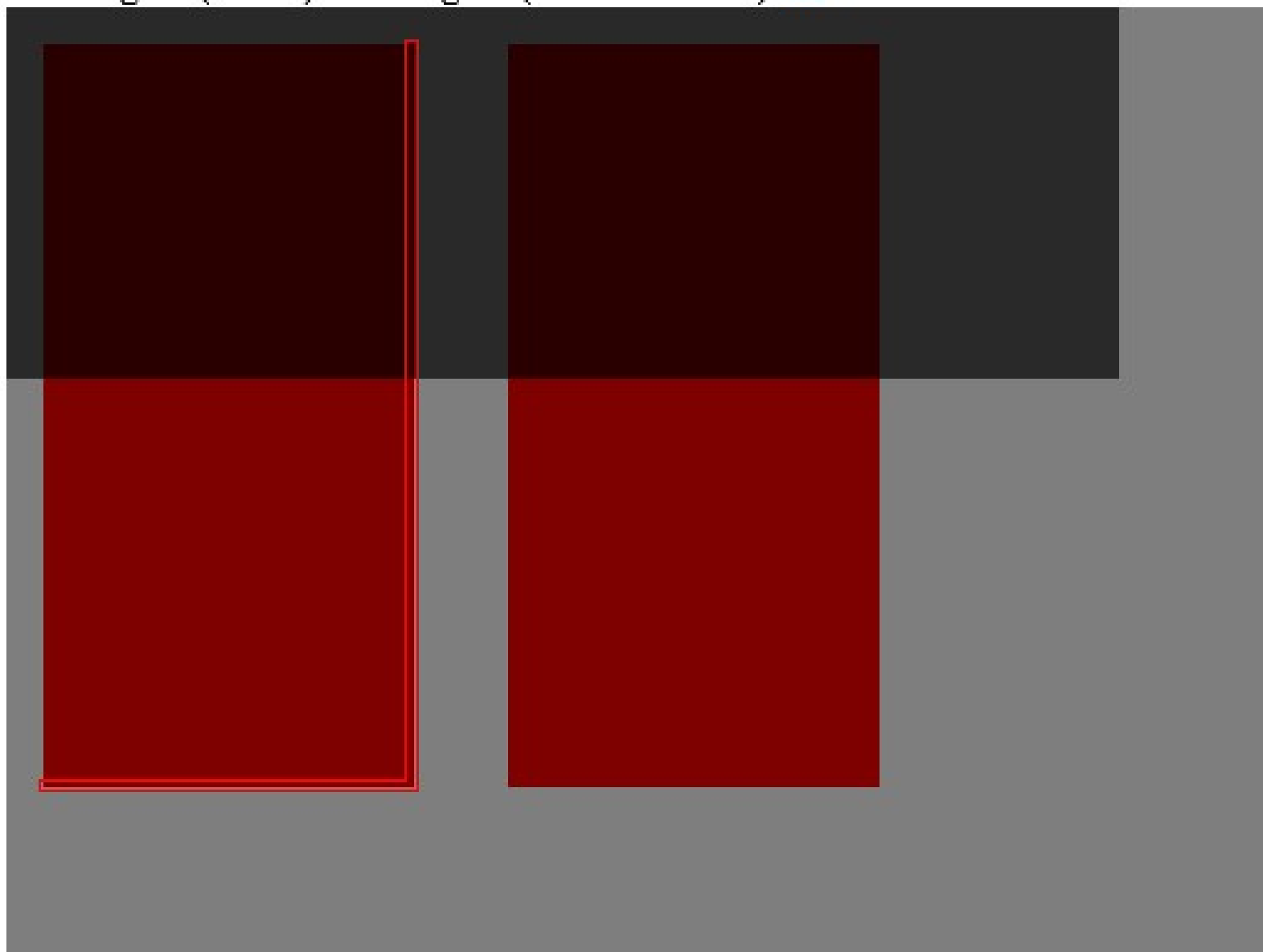
split\perspective-clipping.yaml1 - seems OK, row of pixels at the bottom disappears:

Image 1 (TEST) Image 2 (REFERENCE) Circle differences



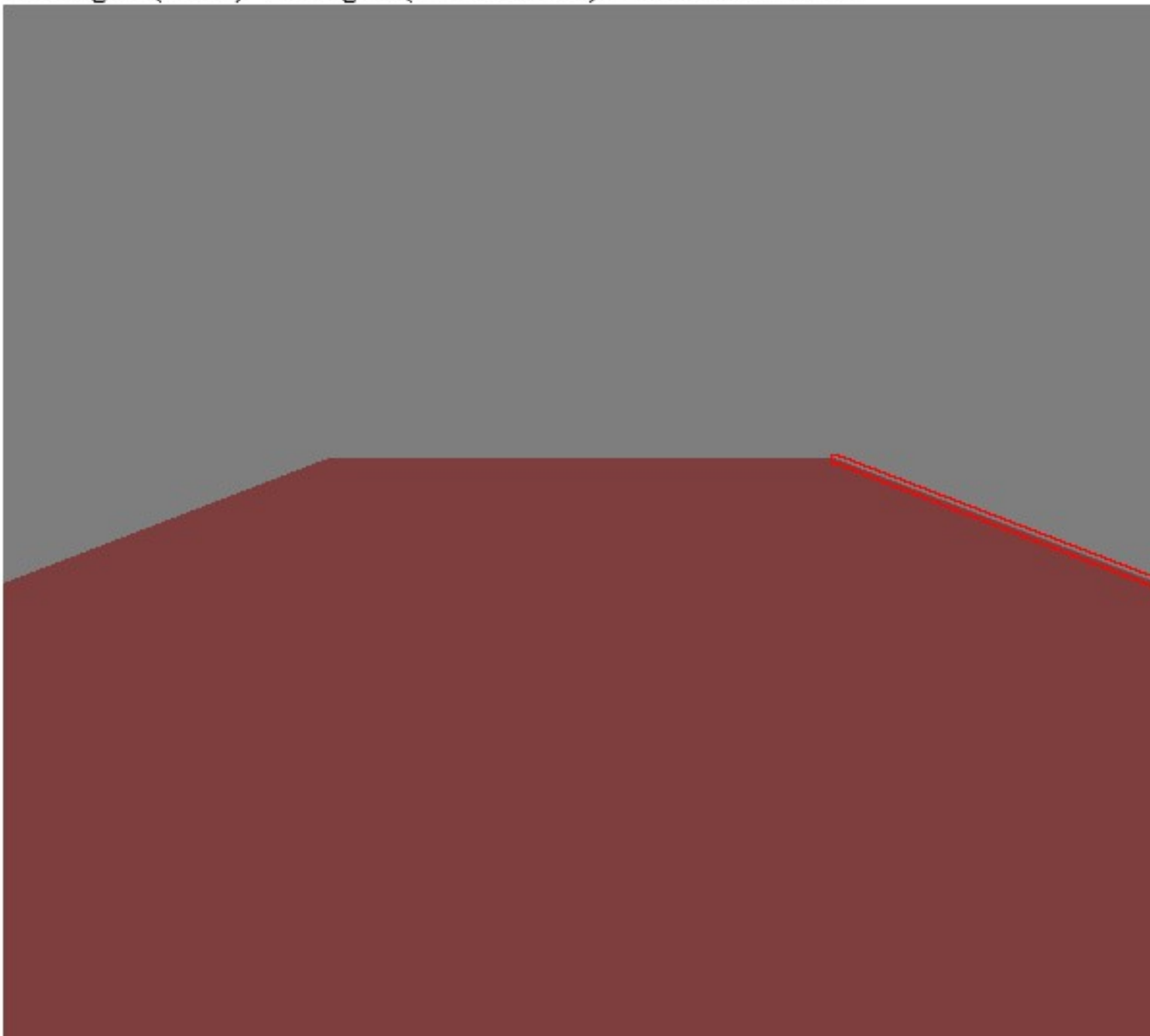
split\ordering.yaml - seems OK, upscaling fuzziness:

Image 1 (TEST) Image 2 (REFERENCE) Circle differences



split\near-plane.yaml - seems OK, upscaling fuzziness:

Image 1 (TEST) Image 2 (REFERENCE) Circle differences



split\gradient.yaml - seems OK, upscaling fuzziness:

Image 1 (TEST) Image 2 (REFERENCE) Circle differences



Note `reftests\aa\rounded-rects.yaml` fails in exactly the same way on both resolutions, so that's irrelevant (one pixel off by one bit).

Browsing

Compiling a browser with MAX 128.

- <http://acid3.acidtests.org> scores 97/100 with `MAX_SURFACE_SIZE 128` (versus 4096: also 97/100. versus nightly: also 97/100. versus without WebRender: also 97/100).
- <http://acid2.acidtests.org>:



- <https://diana-adrienne.com/purecss-francine/> one bit diff in a few pixels, comparing local build to nightly. Considering it a Pass. Likewise, nothing obviously wrong with <https://css-art.com/photorealistic-pure-css-mobile-phone/>.
- <https://arstechnica.com/> got a blurry advertisement:

