

Re: Represent roads

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Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.gui/2006-02/msg00211.html>

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<http://java.sun.com/developer/technicalArticles/GUI/java2d/java2dpart1.html>

Use Graphics2D, Line2D, and BasicStroke(float penWidth).
You could probably use a pattern for painting the road.

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