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Subject: Re: High Performance Drawing  
Posted by [mirek](#) on Sun, 06 Jan 2008 07:54:02 GMT  
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phirox wrote on Sat, 05 January 2008 13:55Edit: Ok problem was actually quite simply solved  
As a last resort I tried to compile it without debugging, it worked well then. The solution: Turn off  
XSynchronization by disabling the flag SYNCHRONIZE in X11App.cpp

Well, perhaps I should comment that out even in debug mode....

Mirek

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