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Subject: Painter &Painter::RectPath()

Posted by [koldo](#) on Wed, 10 Aug 2011 07:11:35 GMT

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Hello Mirek

Now Painter::RectPath() functions are void.

It would be useful if they could be declared Painter & so it would be possible to do this:

```
sw.RectPath(rect).Dash("1").Stroke(1, Black());
```

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