Subject: Re: Painter: writes to free blocks detected
Posted by ManfredHerr on Tue, 27 May 2014 13:34:10 GMT

Solution for those trying to omit learning the hard way:
In the function creating the crashing painting the Fill and Stroke instructions are one closing bracket (}) to high. So the path is continued after it was filled and stroked. But you have to start a new path after these instructions with a move. Best you enclose each path with Begin() and End().