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Subject: Re: Painter: writes to free blocks detected  
Posted by [ManfredHerr](#) on Tue, 27 May 2014 13:34:10 GMT  
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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().

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