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Subject: Re: Painter and viewports

Posted by [Didier](#) on Tue, 02 Dec 2014 18:13:09 GMT

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Hello Massimo,

backgroundColor can be transparent.

The need for this is that the BP memory contains random data if you don't initialize it.

So when using transparency ... problems start appearing since then the random data gets involved in final result :(

I don't see any other solution

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