
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Mon, 12 Nov 2018 08:55:10 GMT
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Mirek,

MT/ST does not have any effect on this.

You are absolutely right: Not using painter.PreClipDashed(); fixes both issues. (I do not use the old PreClip anymore after PreClipDashed was introduced.)

Using:

```
if(pathattr.mtx_serial != preclip_mtx_serial || 1) {  
Fixes both issues too. :)
```

Best regards,

Tom
