
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Mon, 12 Nov 2018 09:08:51 GMT
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Hi,

After all, the test case was easy: Just use PainterExamples and add `sw.PreClipDashed()`; right after constructing the BufferPainter in `App::Paint()` in `main.cpp`.

Then compile and run PainterExamples, select Stroke example and drag the right edge of the window to gradually cover the the contents of the example. Both the line and the stroked text will disappear before they are fully covered by the window edge.

I'll stay tuned for the fix to test. :)

Best regards,

Tom
