Subject: Re: Painter refactored/optimized
Posted by Tom1 on Tue, 13 Nov 2018 08:14:11 GMT

Hi Mirek,

Here's the test result from this morning.

If I replace the following in my Paint() method:

BufferPainter painter(ib);

With the following:

painter.Create(ib);

And add a class variable 'BufferPainter painter;', The rendering will seemingly randomly drop various elements, especially texts, from the result when using MT. It does not matter if I have PreClip()/PreClipDashed() enabled or not. When using ST, everything works fine even with this new Create() mechanism. Also, if I use the traditional 'BufferPainter painter(ib);' on each Paint(), everything works fine with both MT and ST.

Best regards,

Tom