Subject: Re: Painter refactored/optimized
Posted by mirek on Tue, 13 Nov 2018 08:18:37 GMT
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You have to call "Finish" at the end of rendering (that is also called by destructor). It waits for thread "pipeline" to finish the work.

Anyway, if you create single BufferPainter per render and you have thousands of polygons to render, you are probably fine. My problem was that my original code was creating like 30 BufferPainters...

Mirek