
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Tue, 13 Nov 2018 08:35:59 GMT
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Hi,

OK, I added 'sw.Finish();' in the end. There is still something strange with it.

Please add 'BufferPainter csw;' to PainterExamples App and Change the App::Paint() in main.cpp:

```
void App::Paint(Draw& w)
{
    Size sz = GetSize();
    if(ctrl.transparent) {
        for(int y = 0; y < sz.cy; y += 32)
            for(int x = 0; x < sz.cx; x += 32)
                w.DrawRect(x, y, 32, 32, (x ^ y) & 32 ? Color(254, 172, 120) : Color(124, 135, 253));
    }
    ImageBuffer ib(sz);
    {
        //BufferPainter sw(ib, ctrl.quality); // Removed
        csw.Create(ib, ctrl.quality); // Added

        BufferPainter &sw=csw;

        if(ctrl.transparent)
            sw.Clear(GBAZero());
        else
            sw.Clear(White());
        sw.Co(ctrl.mt);
        DoPaint(sw);

        sw.Finish(); // Added
    }
    w.DrawImage(0, 0, ib);
}
```

Just scaling causes strange behavior.

Best regards,

Tom

EDIT: My own code worked fine again after adding the 'sw.Finish();'. However, it feels like the transformations do not get reset to default identity transformation in PainterExamples. Maybe this should be part of Create()...?

EDIT2: This appears to solve the issue with PainterExamples. Add the following in the end of BufferPainter::Create():

```
pathattr.mtx = attr.mtx = Xform2D::Identity();
```

However, I'm not sure if this breaks something else instead...
