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Subject: Re: Painter refactored/optimized

Posted by [Tom1](#) on Tue, 13 Nov 2018 10:52:55 GMT

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Yes. Begin()/End() around DoPaint(); equally fixes the issue with PainterExamples. But I think it would be nice to have a clean table after BufferPainter::Create()... Of course, I understand that each re-initialized variable increases the cost towards full constructor/destructor pair.

Best regards,

Tom

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