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Subject: Re: Painter refactored/optimized  
Posted by [mirek](#) on Tue, 13 Nov 2018 12:54:50 GMT  
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rev 12531:

```
void BufferPainter::Create(ImageBuffer& ib, int mode_)
{
    ip = &ib;

    if(mode_ != mode || (Size)size != ib.GetSize()) {
        mode = mode_;

        rasterizer.Create(ib.GetWidth(), ib.GetHeight(), mode == MODE_SUBPIXEL);
        paths.Alloc(BATCH_SIZE);
        path_info = paths;

        ClearPath();

        render_cx = ib.GetWidth();
        if(mode == MODE_SUBPIXEL) {
            render_cx *= 3;
            subpixel.Alloc(render_cx + 30);
        }
        size = ib.GetSize();
    }

    Attr& a = attr;
    a.cap = LINECAP_BUTT;
    a.join = LINEJOIN_MITER;
    a.miter_limit = 4;
    a.evenodd = false;
    a.hasclip = false;
    a.cliplevel = 0;
    a.opacity = 1;
    a.dash = NULL;
    a.mask = false;
    a.invert = false;
    a.mtx_serial = 0;

    gradientn = Null;

    jobcount = fillcount = 0;
    cojob.Clear();
    cofill.Clear();

    attrstack.Clear();
```

```
clip.Clear();
mask.Clear();
onpathstack.Clear();
pathlenstack.Clear();
onpath.Clear();
```

```
preclip_mtx_serial = -1;
path_index = 0;
}
```

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