Subject: Re: Painter refactored/optimized
Posted by Tom1 on Thu, 15 Nov 2018 12:23:41 GMT

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Hi,

One minor issue: When in Paint with global BufferPainter and only calling bufferpainter.Create(ib); the rendered area does not change to current ib size. (E.g. After maximizing the window the bufferpainter will only render on the initial initial ib area leaving the rest white.) I need to additionally call bufferpainter.Co(true or false); to get the bufferpainter work on the current ib size.

This is not a problem for me, but maybe it would be more appropriate to handle the resizing in Create somehow.

Best regards,

Tom