Subject: Re: Painter refactored/optimized
Posted by mirek on Thu, 15 Nov 2018 12:33:42 GMT

Tom1 wrote on Thu, 15 November 2018 13:23Hi,

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

Ops, thats a bug. Fix in trunk, hopefully...