IDK, I see no issues and as the last try I a have adapted our benchmarking snippet to test
zooming in hope that it will reproduce the caching error:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

class PainterText : public TopWindow {
public:
 Painting p;
 FileSel fs;
 BufferPainter bpainter;
 double scale = 2;

 void Open(){
  if(fs.ExecuteOpen("Select a painting to view")){
   p.Clear();
   p.Serialize(FileIn(fs.Get()));
  }
 }

 virtual void MouseWheel(Point p, int zdelta, dword keyflags)
 {
  if(zdelta < 0)
   scale *= 0.8;
  else
   scale /= 0.8;
  Refresh();
 }


 virtual bool Key(dword key, int count){
  Refresh();
  switch(key){
   case K_CTRL_O:
    Open();
    return true;
  }
  return false;
 }

 typedef PainterText CLASSNAME;
```

```
 PainterText(){
  Sizeable();

  p.Serialize(FileIn("C:/xxx/PainteTest/T5.painting"));
 }

 virtual void Paint(Draw &draw){
  ImageBuffer ib(GetSize());
  {
   bpainter.Create(ib);
   bpainter.Co(false);
   bpainter.PreClipDashed();
   bpainter.Clear(White());
   bpainter.EvenOdd();

   bpainter.Scale(scale);
   bpainter.Paint(p);

   bpainter.Finish();
  }

  SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));
 }
};

GUI_APP_MAIN
{
 PainterText().Run();
}
```

but nothing.... Is not it possible that some new addition to your code is overwritting the cachec? Some dangling pointer perhaps?

Mirek