Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Sat, 23 Feb 2019 18:09:57 GMT

Sure, the memory usage appears to be a lot better now - going from 7.1 to 29.

The one example I am still having problems with is the Pythagoras tree causing the window to stop and lag when the image is clipped off the edge of the screen, though the memory usage is down on that as well so I think that's a separate issue.