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Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.

Posted by [mirek](#) on Mon, 25 Feb 2019 08:11:23 GMT

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jjacksonRIAB wrote on Sat, 23 February 2019 19:09 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.

Pythagoras tree is extreme example. That one is slow no matter what...

Mirek

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