Subject: Re: 2019.2 (pre)released
Posted by mirek on Tue, 22 Oct 2019 09:37:39 GMT

Tom1 wrote on Tue, 22 October 2019 10:49

BufferPainter bpainter(ib);

in my rendering routine instead of:

bpainter.Create(ib);

along with the class wide BufferPainter.

ib is class wide too?

(Just to be in sync, 'class wide' means it exists for more than one Paint invocations, correct?)

Mirek