Subject: Re: 2019.2 (pre)released
Posted by mirek on Tue, 22 Oct 2019 09:55:07 GMT

Idea to test:

Start the program.

After all is 'stable', place breakpoint at place where you resize ib (probably by ib.Create ?).

Resize, breapoint hits. Remove it and place breakpoint at bpainter.Create and also into BufferPainter::RenderPath. Continue and check that RenderPath is not called before bpainter.Create...