

Hi,

Thanks! I will look into your suggestions next.

Meanwhile, here's a "crashable" testcase:

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

using namespace Upp;

class BufferPainterCreateCrash: public TopWindow{
public:
    ImageBuffer ib;
    BufferPainter bpainter;
    Image largeimage;

    BufferPainterCreateCrash(){
        Sizeable().MaximizeBox().MinimizeBox();
        bpainter.PreClipDashed();

        ImageBuffer lib(10000,10000);
        BufferPainter bp(lib);
        bp.Clear(LtGray());
        largeimage=lib;
    }

    void Paint(Draw &draw){
        SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));
    }

    void Render(Point p){
        // Use local bpainter below instead of bpainter.Create to avoid crash:
        //BufferPainter bpainter(ib);
        //bpainter.PreClipDashed();

        bpainter.Create(ib);
        bpainter.EvenOdd();
        bpainter.Co();

        bpainter.Clear(White());

        bpainter.Rectangle(0,0,GetSize().cx,GetSize().cy);
        bpainter.Fill(largeimage);
```

```

int fh=StdFont().GetHeight();

bpainter.Text(10,fh,Format("Cursor now at %`, %`",p.x,p.y),StdFont()).Fill(Black());
bpainter.Text(10,2*fh,"Grab the window by the edge and resize wildly. Expect
crash...",StdFont()).Fill(Black());
bpainter.Finish();
// Fast updates
if(GetTopCtrl()&&GetTopCtrl()->GetHWND()){
    ViewDraw draw(this);
    SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));
}

// For slow / delayed updates use Refresh() instead:
// Refresh();
}

void Layout(){
    ib.Create(GetSize());
    Render(Point(0,0));
}

void MouseMove(Point p, dword keyflags){
    Render(p);
}
};

GUI_APP_MAIN
{
    BufferPainterCreateCrash().Execute();
}

```

Best regards,

Tom

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