
Subject: Re: 2019.2 (pre)released
Posted by [Tom1](#) on Tue, 22 Oct 2019 10:51:21 GMT
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mirek wrote on Tue, 22 October 2019 12:51Tom1 wrote on Tue, 22 October 2019 11:47They both (ib and bpainter) are actually members of different classes, but both classes are continuously alive throughout the life of the window.

BR,

Tom

Would it be possible to test with temporary ib? Just to get some clues...

Also, obvious reason, is not it possible that bpainter gets used (any method called) between ib being resized and Create called? (As in it would be referencing old data of ImageBuffer).

Is Finish called properly?

Mirek

Temporary ib would change the rendering in a big way as it is my base for getting Paint and Render separated.

While that would be a sensible explanation for what is happening here, I do not think it is possible for bpainter to be used when ib is out-of-order after resizing. As you can see from the testcase, Layout doing ib.Create calls Render doing bpainter.Create(ib) immediately.

Best regards,

Tom
