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Subject: Re: Is 'texture mapping' possible on Painter?

Posted by [Didier](#) on Thu, 06 Feb 2020 19:40:40 GMT

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This sample code is very interesting,

I never took time to look at what Xform2D was used for (I never needed it) and when I see this example, it looks very powerful and easy to use

Maybe it could be included in the examples

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