
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Wed, 20 May 2020 08:04:35 GMT
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Hi,

There must still be something wrong with 3T3 because applying it to BufferPainter (replacing FillRGBA) causes artifacts in drawing. E.g. PainterExamples spiral example at 3x scale clearly shows noise in line edges. :(

Best regards,

Tom
