
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Wed, 20 May 2020 08:55:46 GMT
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Hi,

No, Sorry... I'll take that alarm back. There is no error in 3T3 after all. My copy of the code inside Painter was faulty... Now I took the correct version and it is all good now.

I'm just too tired after not sleeping too much lately...

Best regards,

Tom
