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Subject: Re: Using Pen with U++

Posted by [mirek](#) on Thu, 03 Jun 2021 09:26:14 GMT

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Now that I have fixed/tuned the rendering with gtk (separate announcement), I am basically getting the same (or maybe even better) performance/snappiness of Pen as in Win32. So I guess we can consider this whole issue finally resolved (until somebody suggest to implement it for macos... :)

Mirek

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