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Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!

Posted by [devilsclaw](#) on Mon, 30 Jan 2023 16:49:38 GMT

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So I am guessing no one has a clue how to fix it or could not confirm the bug ?

I am more of a C programmer and not sure how to handle a situation where the pointer should always be valid because of the object& return type and it not being valid.

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