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

Posted by [zouqi](#) on Sat, 15 Apr 2023 08:16:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi, mirek

The program is working well now, thank you very much.

The clip.Top() may be sometimes empty.

File Attachments

1) [render.jpg](#), downloaded 924 times

```
284         alt->Fill(width, ~rss, color);
285     else {
286         PAINTER_TIMING("Fill");
287         int ii = 0;
288         for(;;) {
289             int y = (co ? co->Next() : ii++) + rasterizer.MinY();
290             if(y > rasterizer.MaxY())
291                 break;
292             solid_filler.t = subpixel_filler.t = span_filler.t = (*ip)[y];
293             subpixel_filler.end = subpixel_filler.t + ip->GetWidth();
294             span_filler.y = subpixel_filler.y = y;
295             Rasterizer::Filler *rf = rg;
296             if(clip.GetCount() && clip.Top()) {
297                 const ClippingLine& s = clip.Top()[y];
298                 if(s.IsEmpty()) goto empty;
299                 if(!s.IsFull()) {
300                     mf.Set(rg, s);
301                     rf = &mf;
302                 }
303             }
304             if(doclip)
305                 clip_filler.Clear();
306             rasterizer.Render(y, *rf, j.evenodd);
307         }
```