Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Mon, 25 Feb 2019 10:16:31 GMT
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Ahh, so if I wanted to keep fluid movement, I'd have to render it to an image or something else that would allow some stretching (that likely won't be noticed anyway) so the clipping computation becomes temporarily simpler?