Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Mon, 25 Feb 2019 11:06:34 GMT
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jjacksonRIAB wrote on Mon, 25 February 2019 11:16Ahh, 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?

Well, if you render things with similar complexity, then you definitely should take some steps...

Mirek