

## malikania - Feature #967

### Create painter class

11/28/2018 05:07 PM - David Demelier

<b>Status:</b>	Closed	<b>Start date:</b>	11/28/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	David Demelier	<b>% Done:</b>	100%
<b>Category:</b>	libmlk-client	<b>Estimated time:</b>	2.00 hours
<b>Target version:</b>	0.1	<b>Spent time:</b>	2.00 hours
<b>MFD after:</b>		<b>Bookmark:</b>	@
<b>MFD revision:</b>		<b>Platform:</b>	
<b>Branch:</b>	default		

#### Description

Create a painter class to alter the render target.

#### Associated revisions

##### Revision 208:263122adef77 - 12/05/2018 10:24 PM - David Demelier

client: add texture and painter

closes #966 @2h

closes #967 @2h

#### History

##### #1 - 12/07/2018 06:55 PM - David Demelier

- % Done changed from 0 to 100

- Status changed from New to Resolved

Applied in changeset [main|263122adef77898ab4b12f0197385d248a7c0166](#).

##### #2 - 12/11/2018 05:02 PM - David Demelier

- Status changed from Resolved to Closed