Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by Tom1 on Sat, 18 Apr 2020 14:57:22 GMT
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mirek wrote on Sat, 18 April 2020 16:06Tom1 wrote on Sat, 18 April 2020 14:05Hi Mirek,

I noticed an update in trunk for GTK3 SysDrawImageOp(), but for some reason a fixed value works twice as fast in repeated use.

```
//Size sz = Ctrl::GetPrimaryScreenArea().GetSize();
Size sz(3840,2160); // Twice as fast compared to the above... why?
cache.Shrink(4 * sz.cx * sz.cy, 1000); // Cache must be after Paint because of PaintOnly!
```

I just cannot figure out why. I tried even using static Size, with no improvement.

Best regards,

Tom

Try DDUMP(Ctrl::GetPrimaryScreenArea()); there. Perhaps it is wrong?

In related news, I have reimplemented RectTracker to actually avoid using ViewDraw (what can I do if it does not work on MacOS, right?).

It now works by "snapshoting" master widget into Image and then using normal Paint. In the end I am quite happy about it, as this completely removes the need for RectTracker support in all hosts - it was really ugly in gtk3 and macos...

Mirek

I tried DUMPing and got:
Ctrl::GetPrimaryScreenArea() = [0, 0] - [3840, 2080] : (3840, 2080)
This is what I get for LinuxMint using 4K display... It obviously drops the taskbar out of PrimaryScreenArea as the screen height is 2160 in reality. However, the performance is twice as good with a fixed value (Size(3840, 2080)) than when calling the function. It looks like calling Ctrl::GetPrimaryScreenArea() takes quite a long time to complete.

Best regards,

Tom