Subject: Re: "New draw" performance preview...
Posted by mirek on Thu, 24 Nov 2005 20:48:36 GMT

Quote:Why is text the main performance problem - because it redraws the entire client area??
What about games - (which I know nothing about)?

Because it is the thing that is most frequently used. I believe that the goal there is that if you press
PageDown/Up and hold it, repainting should be fast enough to "catch" your autorepeat.

While this is true in Win32, I was never able to achieve that in Linux with anti-aliased fonts. X11 is
simply too slow....

The idea is that by takeing over painting, we can optimize away some invalid design decisions of
X11 design.

This first preliminary preview is to test whether this is possible solution... It is too early to draw
something more elaborated, routines are not connect with U++ painting system so far, but they do
the similar job and can be used to measure the performance...