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Subject: Re: High Performance Drawing

Posted by [mirek](#) on Wed, 26 Dec 2007 13:16:52 GMT

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cbpporter wrote on Tue, 25 December 2007 07:02: Sorry it took so long, but it's the Holydays and I did not have access a computer.

Here is a little example with the problem. Also, I moved it to another computer, and here there is no refresh problem, but the performance is awful. I just tested a similar example (written in something else), which does not draw the same line, but still, it paint a bitmap to the screen and there is no performance issue.

Hm, can you check the colors setting on "slow" machine? If it is set to anything else than TrueColor, this example can be much slower.

Note that this way of "antiflicker" (I mean, ImageDraw etc..) is principally much slower than simple BackPaint. Especially if machine is not in TrueColor.

Mirek

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