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Subject: Re: High Performance Drawing

Posted by [cbpporter](#) on Wed, 26 Dec 2007 16:01:15 GMT

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It is set to 32 bit (AFAIK TrueColor is 24). Why is drawing on anything else than TrueColor slower. Are the buffers 24 bit and if you paint them to other bit depths, there is a hidden conversion or something. And 32 bit should be the fastest, because of both align issues and register size on a x86 machine.

I can't use just backpaint, because I need a buffer, draw something with agg, draw something with my functions, run it through some postprocessing and then display. I'm not doing this each time, so I need a persistent "buffer" which I can update and which is as fast as possible to paint on the screen.

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