
Subject: Re: High Performance Drawing
Posted by [phirox](#) on Tue, 01 Jan 2008 20:21:27 GMT
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Since I'm having a bit of the same problem, I tried out your testcase.

With some testing I figured out the problem lies in the draw.DrawImage part. I was wondering if there is some way to copy the imagebuffer from ImageDraw into the one of Draw. I've been spitting through the source a bit, but couldn't really find it.

This would really be cool as a feature though.

p.s.:

Quote:Also, creating a buffer at every paint seems rather costly for large resolutions. Isn't there a way to keep a buffer pre-allocated and then obtain Image objects out of it with non-destructive copy?

With the virtual function Layout() you can make it so the ImageDraw only updates when your window resizes. I tried this out and it helps. But really not that much and far from noticable.
