
Subject: Re: High Performance Drawing
Posted by [phirox](#) on Sat, 05 Jan 2008 18:55:01 GMT
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Edit: Ok problem was actually quite simply solved
As a last resort I tried to compile it without debugging, it worked well then. The solution: Turn off XSyncronization by disabling the flag SYNCHRONIZE in X11App.cpp

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I've actually come across another issue regarding high speed drawing. My program had no real speed problems until I upgraded to the latest development release.

The lay down: It looks like it doesn't effect Windows just X11. No problems with 701-dev1 and 2007.1, it starts to go really slow with 708-dev2b(I have not tried versions between those).

I've added a test case, the difference in paint update speed is huge.

I've tried for 2 days to find the core of the problem myself, but I'm at a loss. It doesn't seem to be the palette changes, or the drawlock.

Only workaround I found to make it just as fast as 2007.1 is to comment out this line in the function Draw::DrawRectOp

XFillRectangle(Xdisplay, dw, gc, x + actual_offset.x, y + actual_offset.y, cx, cy);

Which is really weird, I'm guessing something changed for the Xdisplay; dw; and gc variable or something.

File Attachments

1) [drawtest.zip](#), downloaded 524 times
