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

---OLD---
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 531 times