Subject: Re: High Performance Drawing
Posted by mirek on Wed, 23 Jan 2008 16:01:40 GMT

cbpporter wrote on Wed, 23 January 2008 10:56So basically I need to update stuff on mouse move, and I came to this three cases that I tested:

1. When drawing a line in paint method, it is fast, but due to the need of clearing the previous position, it is flickery. Not using DrawRect, only updating minimum zone is less flickery, but still bad.

2. When pre-caching the final result in and ImageDraw, it is very slow, but no flicker.

Maybe I have lost the context (again?), but what is wrong with BackPaint?

Quote:
And the strange one:

3. When instead of drawing a line, I'm resizing a control, I get no flicker and good performance. This case doesn't have the Refresh call, and also, the control itself is probably backbuffered, that's why no flicker. But why is the performance still good?

If widget is transparent, very complex code is used to paint it. Is it transparent?

Mirek