Subject: Slow image drawing on big images
Posted by mdelfede on Tue, 29 Jan 2008 13:31:30 GMT

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I'm making a fax viewer application, that must retrieve a .tiff multipage file from a fax server and display it on screen.
So, I found following problems :

1 - lack (IMHO...) of support of multi-image tiffs
2 - *very* slow speed of image drawing using ImageCtrl

I guess point 1 is easy to solve, just adding few lines of code both in tif library and in Image class.
Point 2... I don't know how to handle it, so I have some questions.
I've seen that drawing is done in

void Image::Data::Paint(Draw& w, int x, int y, const Rect& src, Color c)

in ImageX11.cpp. As I can understand, the image is converted to an X11 one on the fly just before drawing... It would maybe make sense to keep (optionally) the X11 converted image buffered so on next paints it goes faster.
As is it now when I change control size (dragging main window) the pic takes some thenths of second to redraw, so real time pan/zoom is impossible.

Any smart solution ?

Ciao

Max