Subject: Re: High Performance Drawing
Posted by cbpporter on Fri, 01 Feb 2008 10:02:44 GMT

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OK! I found a solution which seems to work pretty well. The component still has an Image blit in it and is still a little slow (scrolling to container of the image is not as fast as before, when I didn't use the Image), but now for time critical refreshes (like on mouse move), I'm using RectTracker.

Two things are left to do:
1. Create other trackers with others shapes.
2. Need to add bidirectional conversions between Image and ImageDraw.