Subject: Re: High Performance Drawing
Posted by cbpporter on Fri, 01 Feb 2008 15:27:57 GMT

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I made some test, and using a preallocated buffer greatly improves performance, at the price of a constant memory overhead. But we are talking about specific performance needs in a graphical application, so this is a small price to pay.

There is still a lot of functionality that I need to added Image, especially in-place resizing. I'll try to add these over the weekend.