
Subject: Re: How to efficiently update a large Image?

Posted by [mirek](#) on Mon, 27 Jul 2009 11:39:25 GMT

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Tom1 wrote on Mon, 27 July 2009 06:24Hi,

I need to frequently update a small amount of pixels in a relatively large image (e.g. 1920x1200) and then draw the parts of image on screen. Unfortunately the following code is too slow:

```
ImageBuffer ib(image);  
// .. here's the manipulation of the ib  
image=ib;
```

Help, anybody?

The question is why it is slow...

The first thing to try is

```
ib.SetKind(....)
```

(I guess it will be `ib.SetKind(IMAGE_OPAQUE)`).

this would prevent optimization scan.

Just for better understanding, what is slow here? Are we speaking about milliseconds or second?

Quote:

(I used to have my own graphics layer implemented for GDI and X11 but they just badly broke down due to the recent Draw virtualization.)

// Tom

In most cases, `dynamic_cast<SystemDraw *>` makes original code work just fine (SystemDraw has all interface and attributes of former Draw).

Mirek
