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

Posted by [Tom1](#) on Mon, 27 Jul 2009 14:47:54 GMT

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Hi Mirek,

SetKind(IMAGE\_OPAQUE) gives marginal improvement.

Now I see the visit from Image to ImageBuffer and back to Image does not take more than about 1.5 ms. However, after this visit the DrawImage does something more than usual and becomes slow. It takes about 30 ms to update a small stripe of an image using DrawImage whereas without the ImageBuffer visit, this takes less than a millisecond.

I also noticed that the application allocates and deallocates several megabytes worth of memory when running probably because of what is happening around this image or imagebuffer.

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Is there any way to directly update the Image pixel contents without ImageBuffer and the associated DrawImage overhead?

(I need to get familiar with the dynamic\_cast thing soon... It was not quite as easy as I had hoped it would be.)

Thanks,

Tom

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