Subject: Re: How to efficiently update a large Image?
Posted by Tom1 on Tue, 28 Jul 2009 09:16:04 GMT
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Hi Mirek,

Thanks for the analysis. The SetSurface note was especially helpful. Namely, it appears to use the same GDI function I used in my own graphics library and therefore it should give the performance I need.

I noticed the SetSurface(Draw& w, ..) in Image.h should probably be updated to SetSurface(SystemDraw& w,..) to work.

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The SetSurface() also appears to be the far most efficient way to put ImageBuffers (e.g. the ones created with Painter) on screen.

That in mind, may I suggest adding a version of SetSurface that uses a source rectangle within the image buffer and a target rectangle for the control, and can therefore optimally update a smaller area of a Control.

Something like:

SetSurface(SystemDraw& w, Rect src, Rect target, Size sz, RGBA *pixelbuffer)

This would further boost the Painter when used on screen as the ImageBuffer would need to be updated only when the content changes and the Paint routine would update the screen using the current buffer contents and only update the areas required by Paint.

Thanks for your help Mirek,

Tom