
Subject: Re: Draw/Paint speed slow
Posted by [mirek](#) on Sat, 16 Feb 2013 18:47:56 GMT
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Not sure what is your CPU, but mine 2.6Ghz Celeron does it in 25ms.

Do you benchmark it in Optimal mode? (For painter there is a HUGE difference...)

About optimizations:

The only thing that comes to mind is to combine all lines (or those possible with same width and color) lines into single Stroke, something like (quick fix):

```
for(int i = 0; i < data.GetCount(); i++) {  
    Vector<Pointf>& p = data[i].point;  
    sw.Move(x1 + p[0].x, y1 + p[0].y);  
  
    cnt2 = p.GetCount();  
  
    for(int j = 1; j < p.GetCount(); j++)  
        sw.Line(x1 + p[j].x, y1 + p[j].y);  
  
    // if(data[i].filled) sw.Fill(data[i].color).EvenOdd(true);  
}  
sw.Stroke(data[0].penwidth, data[0].color);
```

Anyway, it appears to only improve speed by 10%...

Mirek
