Subject: Drawing performance issue
Posted by crydev on Mon, 19 May 2014 08:01:15 GMT
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Hello,

I am having some trouble with drawing a big amount of lines on a panel. The drawing takes very long. I know this is not strange because the amount of lines is very high, but I was wondering if I could speed it up. Drawing 3 to 12 million lines takes 5 to 20 seconds. The following is the drawing code.

```
void KochPanel::Paint(Draw& draw)
{
 const Size sz = this->GetSize();
 const int cx = sz.cx;
 const int cy = sz.cy;

    draw.DrawRect(0, 0, cx, cy, Black);

    if (!kochFractal->IsRunningCalculation())
    {
     for (int i = 0; i < kochFractal->GetNumberOfEdges(); ++i)
     {
        const Edge& e = (*kochFractal)[i];
        draw.DrawLine((int)e.X1, (int)e.Y1, (int)e.X2, (int)e.Y2, 1, Color::FromRaw(e.Color));
     }
    }
}
```

Thanks in advance!

crydev