Subject: BufferPainter now MT optimized
Posted by mirek on Tue, 26 Dec 2017 10:52:30 GMT

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This one was hard... but Painter now has 'Co' method which actually works. Gains are not spectacular, with my 4/8 i7 CPU, the basic 'U++ Painter' example in PainterExamples is like 2.3 times faster in MT. In some rare cases (e.g. when there is a lot of raster data, like radial span), speedup can be >4, in some other rare cases (a lot of small polygons), MT can even be bit slower than ST.

Important: When Co is active, it is mandatory to invoke 'Finish' method to finalize painting before moving result from ImageBuffer. BufferPainter destructor does this, so either add a {} block or call Finish explicitly.