Subject: Re: New parallelization pattern with CoWork
Posted by mirek on Thu, 28 Dec 2017 07:40:41 GMT

koldo wrote on Wed, 27 December 2017 21:58Hi Mirek

For example ScatterCtrl uses either Draw or Painter.
Painter is much better, but Draw is faster.
In case of Painter, what could be the best way to do it?:
- If MT is chosen, to use CoWork directly
- Use CoWork just if it is explicitly indicated

Add 'Co' method to ScatterCtrl that activates 'Co' method of Painter.

BTW, the problem with Painter::Co is that sometimes it slows it down.