
Subject: Re: BufferPainter now MT optimized
Posted by [Tom1](#) on Sat, 06 Jan 2018 14:45:44 GMT
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Quote:

Actually, PreClip originally was not meant to be switched on-the-fly at all... Smile

Well, it's just that using PreClip when rendering an average chart, adds a cost of about 5-15%. The case when worse comes to worst (a long dashed line with small fragment only visible), it makes a world of difference shrinking seconds of rendering time to milliseconds instead. This is why I like to turn PreClip on for rendering dashed strokes only and disable it in every other case.

Do you think if it would be possible to condition the PreClip functionality to dashed strokes only internally in BufferPainter to optimize performance for both dashed and solid strokes?

BTW; I have found that on my development system (Core i7, 4 Cores plus hyper threading) Co(true) improves chart rendering performance by about 15-20% on the average. That's nice already, but raster images render at about 3x speed! Not bad :)

Best regards,

Tom
