Subject: Re: BufferPainter now MT optimized
Posted by Tom1 on Sat, 06 Jan 2018 23:06:13 GMT
View Forum Message <> Reply to Message

Hi,

Thanks Mirek! This sounds excellent. I will try this out as soon as I can, on Monday I hope.

I'm not sure I fully understand the current logic for using Begin/End. I have previously used it like PUSH/POP for the context of rotations or transformations in general. Additionally, I have similarly enveloped the polylines which had dashing enabled. If I get it right, I do not need to use it for polylines, polygons or dashing anymore. Right? (All my vector objects are solid single color, no gradient or image fills there.)

What exactly are you referring to by the possibility to try to remove End boundary? Does it mean you could possibly make it even more parallel than described in your message?

Anyway, I will test this and see how well it works and how much faster it is. I will also try if I can do the dashed polylines/polygons without Begin/End pairs.

Thanks and best regards,

Tom