Subject: Re: BufferPainter now MT optimized
Posted by Tom1 on Mon, 08 Jan 2018 09:37:13 GMT
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Hi Mirek,

OK, now I've tested with a very long dashed line only partially visible in the view. The performance improvement with PreClip() and PreClipDashed() is (obviously) similar: 2.5x speed compared to running without any PreClip. Using PreClipDashed(), instead of on-the-fly switching of PreClip(), removes any rendering issues thereof. So, I suggest obsoleting the old PreClip() altogether. PreClipDashed() does it all.

Does this even need to be selectable anymore? There does not seem to be any performance penalty for ordinary (solid) strokes.

I still had to use Begin()/End() to enclose dashed strokes. Otherwise, some solid strokes came out as dashed. Then I noticed that the Begin()/End() pair was (an expensive) way to put the stroking back to solid mode after drawing dashed strokes. Calling Dash(""); before every solid stroke removed the need for such usage of Begin()/End(). Is Dash(""); the cheapest way to return to solid stroking?

Please note: Getting rid of extra Begin()/End() pairs nicely improved overall rendering performance by some 5-10 %. :)

Thanks and best regards,

Tom

Update: After further consideration, I decided to do all dashed strokes by the sequence of "painter.Dash(x); painter.Stroke(); painter.Dash("");". This keeps the default line style solid. It also lowers the number of calls to Dash(); because most of the strokes are solid anyway.