Subject: Re: Painter refactored/optimized
Posted by mirek on Mon, 12 Nov 2018 12:25:59 GMT

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Tom1 wrote on Mon, 12 November 2018 12:39Hi,

I cannot confirm any change in PreClip() or PreClipDashed() performance with my usage profile. But it is true that my program tries really hard to not pass Painter anything that would not be visible at least partially. So, this may be the reason I'm not seeing the improvement here.

Importantly, both PreClip() and PreClipDashed() still improve rendering speed of a _very_ long partially visible horizontal dashed line from e.g. 10 seconds to about 0.9 seconds. I guess the only way to dramatically improve this is to clip the line before dashing it.

Is there any difference between the two preclip functions anymore?

Yes, they basically behave the same. What is new is that inverse matrix is now calculated only if transformation matrix changes.

Mirek