
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Mon, 12 Nov 2018 22:42:27 GMT
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After integrating new Painter with the target application, I have initially noticed that performance is not so great.

Investigation revealed that the problem was the app was creating BufferPainter several times per 'frame'. So in order to achieve good performance, it is advisable to limit the number of BufferPainter destructors called. I have ended with single BufferPainter as member variable that exists for the whole lifetime of the application.

There is now new method "BufferPainter::Create" that allow it to "rebind" to another ImageBuffer, keeping as much initialized internal data as possible.
