
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Wed, 14 Nov 2018 09:57:25 GMT
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Hi Mirek,

As of r12533 Create now works as expected :)

However, there seems to be a severe performance issue with MT. In some cases MT can be three times slower than MT before this optimization round. E.g. a vector map rendering in 20 ms with previous MT and in 40 ms with ST now takes 60 ms with new MT.

This is somehow related to changing transformations (of course within Begin/End pairs) which is now extremely expensive, especially when using MT.

Thanks and best regards,

Tom

EDIT: I created a transformation intensive view that shows a matrix of just 90 symbols. Each of the symbols are drawn with strokes and fills using a different translation for each within a Begin/End pair. Rendering of this same view takes only 2.2 ms with ST but a whopping 45 ms with MT! Using PreClip or not does not have any observable effect on the result.
