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Subject: Re: Painter refactored/optimized  
Posted by [mirek](#) on Wed, 14 Nov 2018 13:38:03 GMT  
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Tom1 wrote on Wed, 14 November 2018 13:39Hi,

You can test with PainterExamples by enabling MT and running Benchmark with OnPath and OnTextPath examples.

Best regards,

Tom

EDIT: 'Pythagoras Tree Image' example portrays this slowdown too. Every other PainterExamples example running MT is on par or faster compared to ST. With my 4C8T Intel Core i7 the best MT gain is about 4x compared to ST. This is common with images and fills. Narrow geometries do not gain so much boost from MT landing at 1x-2x speed improvement.

I have found that BeginOnPath was conservatively flushing rendering pipeline for no good reason, so that is now optimized out. TextOnPath is still slower if you fill the letters, that will have to wait till next batch of optimization I am afraid.

In fact, what is slow is alternating solid color / non-solid color fills - that is the case for both Pythagoras Tree Image and TextOnPath... Will have to think if there is anything I can do there...

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