
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Wed, 14 Nov 2018 13:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

Absolutely! I'm extremely motivated to help you squeeze every single extra millisecond out of the rendering times in Painter!

OnPath show now 1.4x improvement over ST and OnTextPath about 2.3x improvement... And these were over ST not over previous MT where improvement is 5x that. Well done Mirek!

A question --- removed ---

Best regards,

Tom

EDIT: Removing question. Something else is now slowing down my code. It may be related to translations (Xform2D).
