
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Wed, 14 Nov 2018 14:19:26 GMT
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Tom1 wrote on Wed, 14 November 2018 14:56Hi,

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).

Well, what is definitely slow now if you are mixing solid fills and gradient or image fills. Can that be the cause?
