
Subject: Re: Painter refactored/optimized
Posted by [Tom1](#) on Thu, 15 Nov 2018 09:14:23 GMT
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Hi,

I finally figured out a way to share this test case. I send you code and a Serialized Painting to test. (Actually, this can be quite handy for any Painter performance issue testing in general.) Here's the code:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

class PainterBench : public TopWindow {
public:
    Painting p;
    FileSel fs;

    void Open(){
        if(fs.ExecuteOpen("Select a painting to view")){
            p.Clear();
            p.Serialize(FileIn(fs.Get()));
        }
    }
    virtual bool Key(dword key, int count){
        switch(key){
            case K_CTRL_O:
                Open();
                return true;
        }
        return false;
    }
    typedef PainterBench CLASSNAME;

    PainterBench(){
        Sizeable();
    }

    virtual void Paint(Draw &draw){
        int64 STtiming=0;
        int64 MTtiming=0;

        ImageBuffer ib(GetSize());
        {
            BufferPainter bpainter(ib);

```

```

bpainter.Co(true);
bpainter.PreClipDashed();
bpainter.Clear(White());
bpainter.EvenOdd();

int64 t0=usecs();
bpainter.Paint(p);
int64 t1=usecs();
MTtiming=t1-t0;

}

{
BufferPainter bpainter(ib);
bpainter.Co(false);
bpainter.PreClipDashed();
bpainter.Clear(White());
bpainter.EvenOdd();

int64 t0=usecs();
bpainter.Paint(p);
int64 t1=usecs();
STtiming=t1-t0;

}

SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));

double gain=(double)STtiming/(double)(0.1+MTtiming); // Avoid div by zero
Title(Format("Rendering MT took %lld us, ST took %lld us, MT gain is
%.2f",MTtiming,STtiming,gain));
}

};

GUI_APP_MAIN
{
PainterBench().Run();
}

```

There are two Serialized painting files to test with: SomeRocks.painting exhibits the MT slowdown issue dramatically. The other file is just for checking how fast a typical map view renders.

Best regards,

Tom

File Attachments

1) [SamplePaintingsSerialized.7z](#), downloaded 285 times
