Subject: Re: Painter refactored/optimized
Posted by Tom1 on Thu, 15 Nov 2018 09:14:23 GMT
View Forum Message <> Reply to Message

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 266 times