Subject: Re: Painter refactored/optimized
Posted by Tom1 on Thu, 15 Nov 2018 10:43:24 GMT

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Hi,

The difference is so large that it makes me wonder if ST allocates/resets any rasterizers at all on the fly?

Could the number of rendering threads be pre-selected and a sufficient number of rasterizers be pre-allocated for MT so that there would be no extra allocation/reset -penalty for re-using the same BufferPainter -- as was just introduced by BufferPainter::Create?

Best regards,

Tom