
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Thu, 15 Nov 2018 10:55:08 GMT
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Tom1 wrote on Thu, 15 November 2018 11:43Hi,

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

The difference is that ST has just one rasterizer :)

Quote:

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?

Perhaps, but let me try those optimizations I have in mind first...

(Note that while the ST/MT ratio is horrible, it is still <ms for both mt and st... I guess that if you would add that Clear into time, difference would be much less).

Mirek