Subject: Re: Painter refactored/optimized
Posted by mirek on Thu, 15 Nov 2018 11:33:11 GMT
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Tom1 wrote on Thu, 15 November 2018 12:14Hi,

You say <ms??? ... you mean below one millisecond for MT??? I get something like 16 ms for MT and 300 us for ST... :? What exactly are your readings?

I bet your hardware is Superb! Mine is Core i7 4790K @ 4 GHz (4C/8T). Windows 10 Professional 64 bit. Compiled with MSBT17x64.

Do you have anything this old to test with?

Best regards,

Tom

Nope, that is just difference in testing, sorry, I have adopted it to my development package (which is benchmarks/LionBenchmark). There I am testing by repeatedly doing the paint, with the same BufferPainter, until I spend 1 second, then compute the time based on number of renders achieved.

It is sort of similar to having single global BufferPainter.

My numbers with your example are about the same for ST and half for MT - at least, those 8 cores show up :)

Now if I insert some bechmarking code, it is obvious that those 8 ms in MT are spend by allocating / initializing memory...

Mirek