
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Thu, 15 Nov 2018 11:40:16 GMT
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OK, I have just found that I have accidentally deleted that precious initialized memory in Create. So the new version is in the trunk. Changing your example with global BufferPainter now shows some pretty significant gains:

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

using namespace Upp;

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

    void Open(){
        if(fs.ExecuteOpen("Select a painting to view")){
            p.Clear();
            p.Serialize(FileIn(fs.Get()));
        }
    }
}

virtual bool Key(dword key, int count){
    Refresh();
    switch(key){
        case K_CTRL_O:
            Open();
            return true;
    }
    return false;
}

typedef PainterBench CLASSNAME;

PainterBench(){
    Sizeable();

    p.Serialize(FileIn("C:/xxx/PainteTest/SomeRocks.painting"));
}

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

```

int64 MTtiming=0;

ImageBuffer ib(GetSize());
{
bpainter.Create(ib);
bpainter.Co(true);
bpainter.PreClipDashed();
bpainter.Clear(White());
bpainter.EvenOdd();

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

bpainter.Finish();
}
{
bpainter.Create(ib);
bpainter.Co(false);
bpainter.PreClipDashed();
bpainter.Clear(White());
bpainter.EvenOdd();

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

bpainter.Finish();
}

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();
}

```
