
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();
}

```
