
Subject: Re: ScrollView - a question - maybe proposal..
Posted by [luoganda](#) on Tue, 22 Jan 2019 17:22:26 GMT
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i didn't take measure for:
redrawing whole area vs just scrolling and drawing the rest, which is ideal for plotting software,
but:

simple optimized BitBlt for scrolling will be probably always faster that drawing fragmented old 's'
patterned pixels along y axis BitBlt is probably 2D hardware optimized func - even on most
hardware, i don't know if this is true, but probably, i am not sure for SetPixel - although i don't
know the workings itself in upp, how this is done. So this "point" may not apply here for
optimizations. SetPixel must do any math used in BitBlt, which BitBlt can probably do only once or
at least less times - for example clipping program becomes more complex for apps such as
plotting, because it needs to allocate(more memory is eaten) and manage old pixels too, in this
case storing and redrawing old pixels + new

Up is for windows BitBlt, but the same probably applies for linux functions.

It would be handy that this is somehow available, if not in Ctrl itself, at least in Bazaar.
I agree that this could write someone else, not just core upp programmers..
