
Subject: Re: ScrollView - a question - maybe proposal..

Posted by [mirek](#) on Tue, 22 Jan 2019 18:38:55 GMT

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luoganda wrote on Tue, 22 January 2019 18:22i didn't take measure for:
readrawing whole area vs just scrolling and drawing the rest, which is ideal for plotting software,
but:

[list type=circle]

[*] 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.

There is no "2D hardware" remaining :) All is GPU today.

That said, you might be right it is faster, but really hard to say. With scrolling you often need to clip
a lot of things anyway.

Would nice if you had a chance to benchmark...

Mirek
