Subject: Optimizing DrawImage across platforms
Posted by Tom1 on Wed, 15 Apr 2020 07:52:54 GMT
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Hi,

There is an issue with ViewDraw when using the GTK3 backend on Linux. The following testcase works correctly on Windows (GUI) and Linux (GUI X11) but not on Linux (GUI) using GTK3. The cross should follow the cursor on the white background, but on GTK3 the entire window goes black and only the area updated with ViewDraw is valid afterwards.

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

using namespace Upp;

class Testcase5 : public TopWindow {
public:
 typedef Testcase5 CLASSNAME;

 Rect loc;

 Testcase5(){
  loc.SetNull();
 }

 void Paint(Draw &w){
  w.DrawRect(Rect(GetSize()),White());
  loc.SetNull();
 }

 void MouseMove(Point p, dword keyflags){
  ImageBuffer sb(32,32);
  BufferPainter sbp(sb);
  sbp.Clear(RGBAZero());
  sbp.Move(0,0).Line(31,31);
  sbp.Move(0,31).Line(31,0);
  sbp.Stroke(5,Gray());

  ViewDraw draw(this);
  if(!loc.IsNullInstance()) draw.DrawRect(loc,White());
  loc.Set(p.x-16,p.y-16,p.x+16,p.y+16);
  draw.DrawImage(loc.left,loc.top,Image(sb));
 }
};


GUI_APP_MAIN
{
```

```
 Testcase5().Run();
}
```

Best regards,

Tom
