Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by Tom1 on Wed, 15 Apr 2020 13:15:38 GMT

Hi Mirek,

Well, yes.. I will have some small targets shown on a map display and updated between once and five times per second depending on their positioning rate. It would be terrible waste to update the entire window area each time any of the targets move.

So, if it is not too much work, I would certainly prefer a way to update just a small rectangle within the Ctrl. Painting the entire map possibly tens of times per second is just too much.

I assume, this ViewDraw constructor will then apply to all backends?

Thanks and best regards,

Tom