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Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend

Posted by [mirek](#) on Thu, 16 Apr 2020 22:41:11 GMT

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Tom1 wrote on Thu, 16 April 2020 21:08How would similar code and its performance look with what you refer to as 'Refresh and optimized Paint'?

So I guess we are in similar situation, painting maps and complex polygon. What we actually do is that we paint the map to Image, then in Paint we just put this image on screen and all "indicators" paint over that map.

Mirek

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