Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by mirek on Fri, 17 Apr 2020 11:38:49 GMT

Well, I think the difference might be that SetSurface is fine as long as you use it just once.

For this scenario, converting to Image first is better option, because you will repaint that one many times. Converting to Image basically means that the data gets transfered to GPU and the next time you paint it it goes from GPU memory.