Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by Tom1 on Fri, 17 Apr 2020 12:36:23 GMT
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Hi Mirek,

```
int64 t0=usecs();
w.DrawImage(0,0,image);
int64 t1=usecs();
Title(Format("Paint took %lld us",t1-t0));
```

In Windows this takes about 21 milliseconds in the first run and about the same 6.. milliseconds in the following runs as with SetSurface steadily.

In Linux with GTK3, the DrawImage() and SetSurface() both perform equally at around 12 milliseconds.

HOWEVER, Linux with X11 re-using Image is super fast! Repeated use of Image in DrawImage() takes just 5-20 microseconds, while initial DrawImage() takes around 10 milliseconds. In comparison, SetSurface() takes here over 20 milliseconds for some reason...

I guess this last DrawImage() result with X11 was the one you were referring to. Unfortunately, this is not the case with Windows and GTK3. Infact, it would change the game entirely if similar results were available with Windows and GTK3.

Best regards,

Tom

*** Please note that Linux and Windows results are not comparable with each other as they are run on different machines. ***