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

Posted by [mirek](#) on Sat, 18 Apr 2020 13:06:41 GMT

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Tom1 wrote on Sat, 18 April 2020 14:05Hi Mirek,

I noticed an update in trunk for GTK3 SysDrawImageOp(), but for some reason a fixed value works twice as fast in repeated use.

```
//Size sz = Ctrl::GetPrimaryScreenArea().GetSize();  
Size sz(3840,2160); // Twice as fast compared to the above... why?  
cache.Shrink(4 * sz.cx * sz.cy, 1000); // Cache must be after Paint because of PaintOnly!
```

I just cannot figure out why. I tried even using static Size, with no improvement.

Best regards,

Tom

Try DDUMP(Ctrl::GetPrimaryScreenArea()); there. Perhaps it is wrong?

In related news, I have reimplemented RectTracker to actually avoid using ViewDraw (what can I do if it does not work on MacOS, right?).

It now works by "snapshotting" master widget into Image and then using normal Paint. In the end I am quite happy about it, as this completely removes the need for RectTracker support in all hosts - it was really ugly in gtk3 and macos...

Mirek

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