Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by mirek on Sun, 19 Apr 2020 12:28:17 GMT

Tom1 wrote on Sat, 18 April 2020 19:21mirek wrote on Sat, 18 April 2020 17:48As for windows numbers, looks like Image in Win32 was overengineered, one of optimizations was that the first time it is painted, it paints with SetSurface, only for subsequent paints actually move Image to system handles.

I have now exluded all those things whith #if 0 - looks like it improved at least current RectTracker performance quite nicely...

Mirek

void ImageSysData::Paint(SystemDraw& w, int x, int y, const Rect& src, Color c)

Is this the one (#if 0) you are referring to?

This caused a slowdown of 15-20 % for me. In this case I'm running on Core i7 with integrated Intel HD Graphics 4600 or something...

BR, Tom

Feel free to experiment with it... :) And report results.

Mirek