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

Posted by [mirek](#) on Mon, 20 Apr 2020 11:13:37 GMT

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Quote:

3. On the Linux/GTK3 dept. "static Size sz = Ctrl::GetPrimaryScreenArea().GetSize();" does not work because first call yields zero size... The following calls return the monitor size. The initialization of "static Size sz" should be linked with a valid non-zero size returned.

Tom

And then it works? :)

Anyway, I am now trying to make some sense / resolution for all the facts presented.

So it looks like while AlphaBlend is NOT HW accelerated, it is still good to use it anyway, as SW emulation is way slower. Now opaque images so far seem to be best handled with SetSurface. However, testing that Image is opaque takes up several ms. OTOH, using SetSurface has a nice advantage that usually large image does not have to go into the cache...

What is the source of large opaque images in your case? Painter or ImageDraw or something else?

Mirek