Subject: Re: MILESTONE: gtk3 replaces gtk2 as default linux backend
Posted by Tom1 on Mon, 20 Apr 2020 12:11:02 GMT

Hi,

This works:

```
void SystemDraw::SysDrawImageOp(int x, int y, const Image& img, Color color)
{
...
 static Size sz;
 if(!sz.cx) sz = Ctrl::GetPrimaryScreenArea().GetSize();
 cache.Shrink(4 * sz.cx * sz.cy, 1000); // Cache must be after Paint because of PaintOnly!
}
```

(Possibly not perfect on multi monitor environments if not started on largest monitor.)

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

It's nearly always Painter -- or something similar (e.g. custom rendering) but the result is always in ImageBuffer.

Best regards,

Tom