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

Posted by [Tom1](#) on Tue, 21 Apr 2020 16:03:46 GMT

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Hi,

Nice! I mean the latest GTK3 DrawImage optimization... Tried it and it feels very appealing and would perform great with these Painter generated scenes. I'm just wondering how well it would work with a typical GUI application workload, if the GUI was first rendered with Painter and then painted to window with this new efficient DrawImage solution. I also wonder if rectangles could possibly be drawn more efficiently using DrawImage with opaque color, since this uses an image mask and should therefore not need to copy it back to CPU accessible memory. I could not benchmark this properly here, but it might be something to look at.

Best regards,

Tom

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