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

Posted by [Tom1](#) on Tue, 21 Apr 2020 17:25:04 GMT

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Mirek,

Absolutely brilliant! It works just great! :)

I'm working on a 'SpriteCtrl' and after this improvement it is actually faster with full Paint than with a partial ViewDraw update!!!

I only wish Windows had something similar. As GDI in Windows 10 probably only lives virtually in a layer of software feeding the GPU, I'm getting a strong feeling that we should gradually start looking at Direct2D as it is the MS recommended 2D graphics solution for new applications.

Thanks and best regards,

Tom

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