Subject: gtk rendering improvements, BufferPainter::PaintOnceHint
Posted by mirek on Thu, 03 Jun 2021 09:33:39 GMT

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I have found some bottleneck in gtk rendering and possible improvements:

- Paint was called too often (basically, too soon, after each event) due to event processing code, this is now resolved.
- SetSurface was optimized to use cairo_image_surface_create_for_data, which is about 3 times faster than previous code
- With SetSurface fast, when the Image is supposed to be painted just once, SetSurface is the fastest route. To this end I have added PaintOnceHint to ImageBuffer.
- PainterDraw is now using this new hint for much improved performance...

Hopefully this does not break anything...

Mirek