
Subject: Re: gtk rendering improvements, BufferPainter::PaintOnceHint

Posted by [mirek](#) on Fri, 04 Jun 2021 12:55:07 GMT

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Tom1 wrote on Fri, 04 June 2021 13:25Hi Mirek,

I did some testing of SetSurface on Linux/Gtk and noticed that it does not work well when using only a part of a larger image. Offset does not seem to work at all there. On Windows, it works very well and can update a 4k screen at 40-50 FPS with SetSurface and 13 FPS with DrawImage. On Linux I get 11-12 FPS for DrawImage.

Update: PaintOnceHint() almost doubles the DrawImage() FPS on Linux/Gtk to about 20 FPS. On Windows PaintOnceHint() does not have any effect on DrawImage() performance.

Uhm, src and offset is not even really implemented, sorry, that is my mess... Frankly, for the dominant use of SetSurface, it really even is not needed. I think removing that SetSurface variant would be enough; you can always achieve setting subpart with Offset and Clip....

Also PaintOnceHint really is only used with Gtk now. Maybe it could be used to optimize MacOS, but that is todo..

Mirek
