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

Posted by [Tom1](#) on Mon, 07 Jun 2021 10:27:05 GMT

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mirek wrote on Fri, 04 June 2021 18:55Tom1 wrote on Fri, 04 June 2021 16:20Hi,

Please do not remove the SetSurface() variant with src and offset. My scrolling histogram view (on Windows) is absolutely dependent on that as it works on an image buffer which is configured as a larger ring buffer. It is very performance sensitive for fast and smooth scrolling of the view and the current SetSurface() has been the reliable work horse here.

But it should work exactly the same with Offset and Clip... DrawImage is currently using this trick already, see Draw/Draw.cpp:134

Hi Mirek,

OK, I see. Did some testing on this. Using Clipoff()+SetSurface() yields similar performance on Windows as SetSurface() with src alone. It just requires a bit more complex code on this side than the original version.

Best regards,

Tom

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