Subject: Re: How would I virtualize a scrollable view to dynamically load Ctrls?
Posted by jjacksonRIAB on Tue, 31 May 2022 10:41:58 GMT

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mirek wrote on Tue, 31 May 2022 11:13Placing those text in Paint is not a good idea. The time is spent in RichTextCtrl::GetHeight, which is slow. I have tried to optimise

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Which works fine for 10000 texts; with 100000 texts it is slow again, but the time once again is lost in GetHeight - that one basically needs to typeset that paragraph with all typographic rules. I can try to look into it, OTOH as we will need to support advanced composition in future, chances are it will only get slower then.

Mirek

Thanks for giving it a shot, Mirek. Unfortunately with even 10,000 ctrls on my older machine either application is so slow during a window resize that I can't even tell which one is faster by looking at it. I'll have to see if it's a problem with my compositor.

If the rich ctrl will allow me to do more in the future that sounds like a good thing. Maybe it means I could stop using thousands of them and instead just use one. Until then it looks like I'll have to come up with some form of dynamic loading.