Subject: Font and Image rendering slow
Posted by devilsclaw on Wed, 28 Jun 2023 15:36:11 GMT
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So I have been porting a app that I created in java to U++.

When I render a image with DrawImage and have 108 instances of it on the screen it is way slower then in java. So I decided to manually draw what the image is with line and rectangle since its a simple image and its performance was on par with java.

The item I am drawing also has text and with the text enable it renders much slower than java also.

So it seems that both the text and image rasterizer are highly inefficient at least compared to java.