
Subject: Re: Font and Image rendering slow
Posted by [devilsclaw](#) on Thu, 29 Jun 2023 02:57:57 GMT
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Currently the image is an element of the the object and is in the paint member of that object, which I currently no longer use the image and just manually draw what the image looks like during the paint which has increase performance greatly. The being said I don't know how to cache an image so that would be useful in the future. so if you could explain how or give an example.

But that does not solve the Font problem since that is different for the 108 items and it has a similar slow down.

If I click and hold on the object it allows me to move it on the screen which of course causes a repaint/refresh and its performance it much lower than the java version.
