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Subject: Re: Font and Image rendering slow  
Posted by [Oblivion](#) on Thu, 29 Jun 2023 05:43:40 GMT  
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Hello devilsclaw

Quote: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.

Image tutorials (check 6 for image caching)

If you can provide a bare minimum U++ example code (preferably in Java too) that replicates the problem we can look into it.

Also platform/OS/hardware information and specs would be very useful.

Best regards,  
Oblivion.

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