
Subject: Re: Font and Image rendering slow
Posted by [devilsclaw](#) on Sat, 01 Jul 2023 19:49:35 GMT
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The replicated code is actually to make the code work more like java and I also have a hard time with cx and cy as width and height.

I also have more standard C++ code in the project then U++ since I am only using U++ for the UI elements.

I will look to see where the code only needs U++ and where C++ STD is needed and try to optimize it.

One of the reasons I used that Draw function is due to sub-pixel bleeding looking bad in integer based drawing. So I use sub pixels to make it look clean.

indices I think I might do that for code standardization to make the code work similar in all areas and maybe for deleting or its just me being used to C++ STD since it does not make it easy to delete element with out iterators. I will look to see what I can do to clean that up.

I will try you example today. Thanks.
