Subject: Re: Font and Image rendering slow
Posted by devilsclaw on Sat, 01 Jul 2023 20:45:54 GMT
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In the past when I was dealing with some other graphics issues I believe I saw that that font is rendered with a bunch of little lines that could make up lets just say 100 per letter. One of the things I was thinking I could due is pre render all the letters and then hold them in an array with the character as the index. this would prevent the need to fully render each letter every time it draws.