Subject: Re: Font and Image rendering slow
Posted by Oblivion on Sat, 01 Jul 2023 21:29:39 GMT
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I've just made some simple modifications to the code (to give you an idea. Please check the attached code.

I used Draw, directly. and didn't bother fixing the rectangles part. But you can also draw the whole "sprite" (icon) into a image, then add text to it and then blit it to the draw, you'll likely get the same result.

Best regards,
Oblivion

File Attachments
1) upp_demo.zip, downloaded 110 times