

---

Subject: Re: Font and Image rendering slow  
Posted by [devilsclaw](#) on Mon, 03 Jul 2023 18:35:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The code example you gave me definitely was a big help. I also notice that this version of Draw seems to write to the sub pixel position so that the lines always look clean which is awesome.

I had to rewrite the rectangle code to use lines and then fill. I also had to add in the ability to do dashed outline rectangles.

Now everything is nearly on par with java. mouse movement seem that same but the number of trailing icons which moving the icon around is about half as much which seems like refresh rate.

Just going to say that is good enough for what I need. I think I might add a FPS counter just do I can see if there is any diff in that relation or something else. just to see.

---