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Subject: Re: Font and Image rendering slow  
Posted by [Oblivion](#) on Mon, 03 Jul 2023 18:48:27 GMT  
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Happy to help. :)

By the way, your drawing code can be easily further optimized. For one, I've noticed that you are refreshing the whole "scene".

Instead, you narrow down the refreshed areat to the dirty parts. There is an `Draw::IsPainting` method for that. Check that out.

Also, `Draw::DrawLine` function can draw dashes and dots (it accepts certain patterns. You can use it to draw the rects.

If you need more help, I'll be around.

Best regards,  
Oblivion

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