Subject: Re: Font and Image rendering slow
Posted by devilsclaw on Mon, 03 Jul 2023 19:18:39 GMT

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I think what I am seeing is the mouse polling right vs java.

In java I will see up to 113 fps when dragging an icon around but in U++ is caps at 27.

But what is interesting is that if I make the window expand to my three screens it stays about the same where java drops from a max of 113 to 67.

I could be wrong about the pulling rate not sure.

So how would I use the IsPainting is there a good example somewhere ?