Subject: Re: Font and Image rendering slow
Posted by devilsclaw on Mon, 03 Jul 2023 19:35:04 GMT
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Nope it is actual FPS.

I am currently having in both java and U++ do a refresh/repaint at the end of the paint code so I can track the FPS and AVG FPS and java is in the 120fps range and the U++ is 25.

So I definitively should find a way to optimize this.