
Subject: Re: Font and Image rendering slow
Posted by [Oblivion](#) on Mon, 03 Jul 2023 20:55:00 GMT
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One cap is in the EventLoop(). By default it lets the gui sleep for 20 ms (in order to process (key, mouse, etc.) events.);

You can override the Run() method and implement your own. The other cap is in the backends. Compiling the code in NOGTK (X11) mode lets the app jump to 90+ fps on my machine (ryzen 5 5600g (no discrete gfx card), 16 GB ram, linux 6.3.9, GNOME 44.1)

Overriden Run example:

```
void frm_main::Run()
{
    OpenMain();
    while(IsOpen()) {
        Ctrl::ProcessEvents();
        Sleep(1); // can be dynamically set to adapt to workload...
    }
}
```

Best regards,
Oblivion
