
Subject: Re: Font and Image rendering slow

Posted by [devilsclaw](#) on Mon, 03 Jul 2023 20:58:38 GMT

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I found adding my only clipping back in pushed it up to 61 FPS even spanning across all through monitors so the clip done by Draw still takes time to do even if its not trying to render it to screen.

```
void frm_main::_icons_paint2(Draw& w, int x_offset, int y_offset, bool _render_everything)
{
    rect_f visible = rect_f(scroll.x, scroll.y, GetSize().cx, GetSize().cy);
    for(auto it = icons_zorder.rbegin(); it != icons_zorder.rend() ; it++) {
        icon_t* icon = *it;
        rect_f ricon;

        ricon = icon->get_bounds();

        if(_render_everything || ricon.intersects(visible)) {
            w.Clip(GetSize());
            icon->icon_paint2(w, x_offset, y_offset);
            w.End();
        }
    }
}
```