
Subject: Re: Font and Image rendering slow
Posted by [Oblivion](#) on Mon, 03 Jul 2023 21:00:22 GMT
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As for the Draw::IsPainting(),

First you select the area to refresh, using the Refrest(Rect) method, not the Refresh() method. Then, in the Paint() method, you check for the rectangle, using the Draw::IsPainting() method, and if it is true, only then you paint.

Two -different- examples, using this method to boost the speed:

- 1) see: CtrlLib/LineEdit.cpp,ln. 468
- 2) see: UppHub/TerminalCtrl/Renderer.cpp, ln. 196

Best regards,
Oblivion
