
Subject: Re: Font and Image rendering slow
Posted by [devilsclaw](#) on Thu, 06 Jul 2023 18:44:30 GMT
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I have been looking at what you have suggested but I don't see how it can help me. If we are drawing directly to `Paint(Upp::Draw& w)` which is where we get the speed boost, but then we switch back to `ImageBuffer` which does not have any function its self to draw lines and rectangle and other things. Then I looked at the Image utility functions and I also don't see any functions that allow drawing lines I only see rectangles, so I am not seeing anyway to do this with out some sort of Painter.

I have tried `PaintingPainter`, `BufferPainter`, `ImagePainter`, `DrawingDraw` and then used `PaintImageBuffer` to get that into the `ImageBuffer` and it is all slow, like 5 FPS.

So I am not sure how to do everything I need. The main Application Has Rectangles, Rectangles with Dashes, Lines, Lines with Dashes, Images, an overlay with transparency and scaling when zoomed in and out with `ctrl + scroll wheel`.

I figured out the dashes and rectangles and lines but the scaling and overlay with `Draw` is not possible and the only option after that is to render everything into a `ImageBuffer` and all the methods I have seen are really slow.

Oblivion wrote on Wed, 05 July 2023 14:18 For such operations, you can directly use `ImageBuffer` & Image utility functions. They are cheaper.

Best regards,
Oblivion
