Subject: Re: Font and Image rendering slow
Posted by Oblivion on Thu, 06 Jul 2023 23:54:58 GMT
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But you can use the painter efficiently. What you need to consider is not using it in a hot path such as Paint, if possible (if you need high FPS, I mean). A basic but very effective strategy: draw the image elsewhere, and only paint it to system draw in Paint. Also, an image cache will help here significantly.

I have attached a simple code that uses an image cache to draw 100x100 icons.
The example code draws the icon to a ImagePainter object and can manipulate (rotate) it on-the-fly, without a significant performance hit. Only 8 slots of the cache will be filled in this code (rotation is in 4 directions * left and right, so 8 images total). Images have alpha channel enabled.

The result of consecutive 305 rotations (window maximized, GTK, 1920x1080), calls to Paint (RELEASE MODE), no explicit clip:

TIMING Paint   : 834.63 ms - 2.74 ms (835.00 ms / 305), min: 2.00 ms, max: 4.00 ms, nesting: 0 - 305

Edit: Code updated.

Best regards,
Oblivion

File Attachments
1) ImageTest.zip, downloaded 115 times