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Subject: Re: Font and Image rendering slow  
Posted by [devilsclaw](#) on Fri, 07 Jul 2023 20:21:45 GMT  
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I don't only run on windows. I primarily run on linux and its building against the Gtk libs and not X11. It seems to behave differently than windows.

Also my work machine is old. I am sure my home computer that has a AMD 5950X, with 128Gigs of ram and a 3080TI 12Gig would run just fine with out any problems.

But since the software I am making will go into an industrial setting I can't expect them to be running a high end machine to run something as simple as this.

The test I am running is. I add a Refresh directly to the end of the Paint code, so that once its done painting it will draw it again. Then I measure the number of frames it has drawn in a second. The reason for this is that when I Drag and Icon across the screen this is essentially what is happening which is when I see the performance hit.

The example you just gave me gets 51 FPS on my work machine under linux with a 1920x1080 full screen, and the fact that it does not even do any form of clipping and still manages 51 FPS on my machine is better then what I have seen so far. I will get this implemented on my setup.

I believe I can even do scaling in the cache section of the code since you were able to do a rotate.

Now the final problem I am not seeing how to fix though since everything is direct to the Upp::Draw in the main paint section is how to do a full screen transparency effect.

Here is a complete demo:

Zoom In and Out: Ctrl+Scroll

Select Icon: Left Mouse

Toggle Select Multiple: Ctrl+Left Mouse

Group Select: Shift+Left Mouse Drag on blank space and no selected icon

Create Link: Click and drag between icon from there small box handles

Delete Link: Click a link and then press the delete key

Show Link Details: F1 when links are present

Mouse over Summary: Move the cursor over icon and half a second later a summary should pop up

Show Overlay: F2

Show FPS: F3

Scroll Left/Right: Shift+Scroll Wheel

Scroll Up/Down: ScrollWheel

This cover all of the Drawing elements that my program currently used.

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## File Attachments

1) [upp\\_demo.zip](#), downloaded 182 times

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