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 find 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: ScollWheel

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

File Attachments
1) upp_demo.zip, downloaded 118 times