Subject: Re: Font and Image rendering slow
Posted by Oblivion on Sat, 08 Jul 2023 09:44:14 GMT
View Forum Message <> Reply to Message

Quote: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.

I might be getting you wrong here, but do you mean this? (If you mean window background transparency effect, there is no direct method for that in Upp, not that I know of, at least)


```
void frm_main::Paint(Draw& w) {
  Size sz = GetSize();
  w.DrawRect(sz, Yellow()); // System draw, background = yellow.
  ImageBuffer ib(sz);
  BufferPainter bp(ib, MODE_ANTIALIASED);
  bp.Clear(RGBAZero());     // Buffer now has transparent background.

  _icons_paint(bp, scroll.Get().x, scroll.Get().y, allow_scaling, render_everything);

  if(show_overlay) {
    _paint_overlay(bp);
  }

  SetSurface(w, 0, 0, sz.cx, sz.cy, ~ib); // You need to use SetSurface to directly paint buffer
content here (this is optimized for systemdraw (possibly faster than usual image drawing) ...
}
```


Also, IMO, the optimized way of painting a large painter object is, drawing it in another thread, in parallel -if possible- and only update the system draw -using SetSurface- as needed. (If there is no strict requirement on doing all the work in single-threaded environment, I mean.)

Further note: You can use also use ImagePainter class instead of using a ImageBuffer + BufferPainter. ImagePainter is basically a wrapper for BufferPainter + ImageBuffer.

Best regards,
Oblivion