

---

Subject: Re: Font and Image rendering slow  
Posted by [devilsclaw](#) on Fri, 14 Jul 2023 15:18:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So here is a new full demo.

I added a new hot key which is F4 which will draw lines from the first icon to the rest. with that on and with F1 on the FPS for me drops to 3 FPS

I have implemented some of the things suggest but I decided to not do the image cache since once you have a bunch of images cached it actually hurts performance trying to get the correct image.

I did implement a simple cache which is if there is no change the keep current rendered image if there is a change then draw a new one.

I also faked the transparency effect which helped the speed a a lot.

I also switched away from iterators in the draw code.

I also changed how the scaling works.

The performance is much better then it used to be. If you happen to have anymore suggestions on how to get more speed that would be awesome.

### File Attachments

---

1) [upp\\_demo.zip](#), downloaded 144 times

---