Subject: Re: Font and Image rendering slow
Posted by devilsclaw on Fri, 14 Jul 2023 16:49:00 GMT
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I switched away from SetSurface since it does not act the same in windows as it does in linux.

I also switch away from the experimental randint

I also moved the bp.scale back before any rendering is done to the BufferPainter. It does matter where its at.

The new demo works the same in windows as it does in linux.

File Attachments
1) upp_demo.zip, downloaded 137 times