
Subject: Re: Painter improvements

Posted by [Tom1](#) on Wed, 27 Dec 2023 15:47:57 GMT

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Mirek,

It seems that the rendering speed has decreased to about half on my hardware:

Processor 12th Gen Intel(R) Core(TM) i9-12900K 3.20 GHz

Installed RAM 32,0 GB (31,7 GB usable)

System type 64-bit operating system, x64-based processor

I will send you a download link to the Sample50k.Painting (a vector based map as a Painting) file separately.

Here's the code for testing:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>
```

```
using namespace Upp;
```

```
struct MyApp : TopWindow {
    Painting painting;
```

```
    MyApp(){
        Maximize();
        LoadFromFile(painting, GetDesktopFolder() + DIR_SEPS + "Sample50k.Painting");
    }
```

```
    virtual void Paint(Draw& dw)
    {
        Size sz = GetSize();
        ImageBuffer ib(sz);
        BufferPainter painter(ib);
        painter.Co(true);
        painter.Clear(White());
```

```
        int64 t0=usecs();
        painter.Paint(painting);
        painter.Finish();
        Title(Format("Render took %lld usecs",usecs(t0)));
        Image im(ib);
        dw.DrawImage(0,0,im);
    }
```

```
bool Key(dword key, int count){  
    switch(key){  
        case K_SPACE:  
            Refresh();  
            return true;  
        }  
        return false;  
    }  
};
```

GUI_APP_MAIN

```
{  
    MyApp app;  
    app.MaximizeBox().MinimizeBox().Sizeable();  
    app.Run();  
}
```

I'm getting about 30 milliseconds for the old (17045) Painter and about 60 milliseconds for the new one.

Hope you're using an UHD/4k or larger display.

Best regards,

Tom
