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Subject: ArrayCtrl::Paint optimization

Posted by [hojtsy](#) on Tue, 07 Feb 2006 13:01:04 GMT

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I think that ArrayCtrl::Paint can be optimized: The calculation of the status flags (approx 20 lines 614-633) could be moved into the if(w.IsPainting(r)) branch. The status flags are only needed if the cell will be painted.

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Subject: Re: ArrayCtrl::Paint optimization

Posted by [mirek](#) on Tue, 07 Feb 2006 13:47:01 GMT

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Well, might be true, but the real benefit is close zero... (if compared to the huge amount of code that is performed in Display etc...)

Mirek

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