Subject: Drawing / Refresh   problem/questions
Posted by Didier on Tue, 01 May 2012 21:01:54 GMT
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While testing my GrapCtrl Package, I noticed something:

When a report is generated using 'Upp::Report' and you display the report using 'Perform(rept)'. If you scroll in the Report Window the background window also gets Refreshed. So if the background is long to display, the report scrolling gets very slow ....

Why is the background window also refreshed, this does not seem logic to me ? Is it a Upp bug, or does my GraphCtrl package miss a 'needRefresh' bool or something like that (most likely the case)

????

Subject: Re: Drawing / Refresh   problem/questions
Posted by mirek on Sat, 12 May 2012 13:02:45 GMT
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Didier wrote on Tue, 01 May 2012 17:01While testing my GrapCtrl Package, I noticed something:

When a report is generated using 'Upp::Report' and you display the report using 'Perform(rept)'. If you scroll in the Report Window the background window also gets Refreshed. So if the background is long to display, the report scrolling gets very slow ....

Why is the background window also refreshed, this does not seem logic to me ? Is it a Upp bug, or does my GraphCtrl package miss a 'needRefresh' bool or something like that (most likely the case)

????

Never noticed this. Can you prepare a testcase please?

Mirek

Subject: Re: Drawing / Refresh   problem/questions
Posted by Didier on Wed, 16 May 2012 13:44:57 GMT
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Hi Mirek,

I've been quite busy lately but I will make a test case shortly (this after noon maybe)

Subject: Re: Drawing / Refresh problem/questions
Posted by Didier on Wed, 16 May 2012 22:23:35 GMT

I updated the GraphDraw_test package in sandbox to add a REPORT button.

I noticed the BUG for two reasons:

 Repport scrolling is very bad
 the 'sand' mouse icon appears while scrolling the repport ==> this means the backgrouong
Graphs are beeing updated

Subject: Re: Drawing / Refresh problem/questions
Posted by mirek on Sun, 20 May 2012 09:01:37 GMT

Didier wrote on Wed, 16 May 2012 18:23I updated the GraphDraw_test package in sandbox to add a REPORT button.

I noticed the BUG for two reasons:

 Repport scrolling is very bad
 the 'sand' mouse icon appears while scrolling the repport ==> this means the backgrouong
Graphs are beeing updated

Please, always report as much of your setup as possible. Is this X11 or Win32?

Subject: Re: Drawing / Refresh problem/questions
Posted by mirek on Sun, 20 May 2012 09:16:58 GMT

Didier wrote on Wed, 16 May 2012 18:23I updated the GraphDraw_test package in sandbox to add a REPORT button.

I noticed the BUG for two reasons:

 Repport scrolling is very bad
 the 'sand' mouse icon appears while scrolling the repport ==> this means the backgrouong
Graphs are beeing updated

In Linux, example freezes at start. I believe it might well be related.

EDIT: Not really freezes, but is extremely slow. Still might be related

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Subject: Re: Drawing / Refresh   problem/questions
Posted by mirek on Sun, 20 May 2012 10:35:51 GMT
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Should be now fixed. Please check. Thanks for reporting.

Mirek

Subject: Re: Drawing / Refresh   problem/questions
Posted by Didier on Sun, 20 May 2012 14:24:24 GMT
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Hi Mirek,

Sorry, I forgot to say I was using Linux.

The drawing is very slow intentionnaly ==> it's intended to show the behaviour with very big datasets and that graph scrolling still works fast and smooth

I will check the correction right now.

Subject: Re: Drawing / Refresh   problem/questions
Posted by Didier on Sun, 20 May 2012 14:34:15 GMT
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Great, it works fine !-)

Just one more question:

In my example, the BIG DATA SET graph is very long to draw, so I would like to bufferise the image generated in order to do the drawing only when necessary (rescalling, ...) but not when some other window disappeared for example.

Is there something 'out of the box' I can use for this ?

Subject: Re: Drawing / Refresh   problem/questions
Posted by mirek on Sun, 20 May 2012 15:14:58 GMT

Sure. Fastest would be to use ImageDraw (or ImagePainter) to buffer it.

Actually, this is something done in Report too - you can check it.

Subject: Re: Drawing / Refresh   problem/questions
Posted by Didier on Tue, 22 May 2012 22:01:31 GMT

OK thanks.

What difference do you make between   ImageDraw and ImageBuffer ???
Is one Draw flavor and the other one Painter flavor ?

They work pretty much the same way:
ImageBuffer ib(size);
BufferPainter bp(ib, mode);
Paint(bp, scale);

or
ImageDraw ib(size);
Paint(ib, scale);

Subject: Re: Drawing / Refresh   problem/questions
Posted by mirek on Wed, 23 May 2012 12:52:36 GMT

Didier wrote on Tue, 22 May 2012 18:01OK thanks.

What difference do you make between   ImageDraw and ImageBuffer ???
Is one Draw flavor and the other one Painter flavor ?

They work pretty much the same way:
ImageBuffer ib(size);
BufferPainter bp(ib, mode);
Paint(bp, scale);

or
ImageDraw ib(size);
Paint(ib, scale);

ImageDraw uses host platform to draw, resulting in Image handles that can be directly used.

BufferPainter is rather intended for in-memory rendering and does not require CtrlCore.