

Unagi Compositing Manager - Enhancement #22

Do not paint windows behind an opaque window

01/05/2012 04:38 AM - Arnaud Fontaine

Status:	New	Start date:	01/05/2012
Priority:	Normal	Due date:	
Assignee:	Arnaud Fontaine	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:	0.4		
Description			
For performance reasons, any windows behind an opaque one should not be painted at all. This should greatly improved performances when using for example the max layout of Awesome.			

Associated revisions

Revision 0791eda9 - 02/05/2012 10:08 AM - Arnaud Fontaine

If a window is opaque, avoid painting occluded area (refs #22).

This is a naive implementation because the background is still painted needlessly and this function should not even be called if the window is completely occluded (but that would require managing regions on the client-side)...

Revision 89cc73e9 - 02/05/2012 03:15 PM - Arnaud Fontaine

Revert "If a window is opaque, avoid painting occluded area (refs #22)." (closes #32, #33).

This reverts commit 0791eda9be829668cb806ea9c9fc80beef8d2310 which is completely wrong as the windows are painted from the bottom to the top of the stack.

History

#1 - 02/05/2012 10:12 AM - Arnaud Fontaine

- Priority changed from High to Normal
- % Done changed from 0 to 30

#2 - 02/06/2012 05:51 AM - Arnaud Fontaine

- % Done changed from 30 to 0

#3 - 02/07/2012 01:06 PM - Arnaud Fontaine

- Target version changed from 0.3 to 0.4