

Unagi Compositing Manager - Enhancement #23

Optimize painting for rectangular windows

01/09/2012 06:03 AM - Arnaud Fontaine

Status:	Closed	Start date:	01/09/2012
Priority:	Normal	Due date:	
Assignee:	Arnaud Fontaine	% Done:	100%
Category:	Rendering	Estimated time:	0.00 hour
Target version:	0.3		
Description			
At the moment, a window being painted is clipped to its region to paint properly non-rectangular windows. But this is not necessary for rectangular only windows. Moreover, clipping is currently badly implemented as it's applied on the buffer picture instead of the window picture itself.			

Associated revisions

Revision 2d623f22 - 01/11/2012 01:55 PM - Arnaud Fontaine

Optimize painting of rectangular windows (closes #23).

Clip non-rectangular Window Picture to their proper Region, but do nothing for rectangular Windows as this is already done by RenderComposite. This also cleans up a dirty hack where the buffer Picture was clipped to the Window Region twice before painting a window.

History

#1 - 01/14/2012 02:15 PM - Arnaud Fontaine

- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset [2d623f2281bc3091e794384e1a1c0d07a65859a0](#).