

Unagi Compositing Manager - Enhancement #25

Optimize processing of DamageNotify events by repainting completely a window if most of it has been damaged

01/14/2012 11:08 AM - Arnaud Fontaine

Status:	Closed	Start date:	01/14/2012
Priority:	High	Due date:	
Assignee:	Arnaud Fontaine	% Done:	100%
Category:	Core	Estimated time:	0.00 hour
Target version:	0.3		
Description			
<p>Currently, all DamageNotify events are processed but this should not be necessary if most of a window has been damaged and as many DamageNotify may be received, this impacts greatly on performances.</p> <p>Instead, when a certain ratio of a window has been damaged, further DamageNotify for this window should be ignored until the next repaint.</p>			

Associated revisions

Revision 5791d236 - 01/14/2012 01:17 PM - Arnaud Fontaine

Repainting completely a window if most of it has been damaged (closes: #25).

Before, DamageNotify events were processed needlessly when most of a window has been damaged. Now, when a certain ratio of a window has been damaged, further DamageNotify for this window are ignored until the next repaint.

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 [5791d23651adea75d9da4504112093151f3934d5](#).