

Unagi Compositing Manager - Enhancement #26

Optimize window repainting area

01/14/2012 11:12 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			
Currently, DamageReportNonEmpty is used but this is not efficient as it reports the full window area. Instead, DamageReportRawRectangles should be used to get the real damaged area. This should dramatically improve repainting.			

Associated revisions

Revision a226620a - 01/14/2012 02:10 PM - Arnaud Fontaine

Optimize window repainting area (closes: #26).

Before, DamageReportNonEmpty was used but this was not efficient at all as it just reports a single DamageNotify event each time the damage rectangle changes from empty to non-empty, meaning that the damaged area will be the full window.

Instead, use DamageReportRawRectangles to get the real damaged area of a window. This also makes check whether a window is fully damaged more useful.

Revision 20783f9b - 01/28/2012 01:40 PM - Arnaud Fontaine

Use DamageReportDeltaRectangles to avoid being flooded with DamageNotify (refs: #26).

With DamageReportRawRectangles level, no attempt to compress out overlapping rectangles is made, therefore many events are received and handled needlessly (according to a test, 3 times more events are received on the same test).

Whereas with DamageReportNonEmpty level only a single event specifying the full window region is sent thus this is not efficient for small damage regions.

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 [a226620a7a1d043ef5a528394536285faebe6a8c](#).