

Unagi Compositing Manager - Enhancement #8

Avoid repainting the whole screen

02/11/2010 12:57 PM - Arnaud Fontaine

Status:	Closed	Start date:	02/11/2010
Priority:	High	Due date:	
Assignee:	Arnaud Fontaine	% Done:	100%
Category:	Core	Estimated time:	0.00 hour
Target version:	0.2		
Description			
At the moment, the whole screen is repainted each time a window is modified, which is a huge performance bottleneck. It would be better to repaint only the damaged area.			

Associated revisions

Revision e1cacdd6 - 09/12/2011 03:18 PM - Arnaud Fontaine

Repaint only the damaged area, not the whole screen (closes #8).

This obviously improves dramatically the performances. For example, results for displaying a single window before:

Painting time in ms (#1): 785, min=785, max=785, average=785 (-0.0)
Painting time in ms (#2): 1938, min=785, max=1938, average=1361 (-576.7)
Painting time in ms (#3): 1734, min=785, max=1938, average=1485 (-502.7)
Painting time in ms (#4): 900, min=785, max=1938, average=1339 (-503.6)

And now:

Painting time in ms (#1): 103, min=103, max=103, average=103 (-0.0)
Painting time in ms (#2): 127, min=103, max=127, average=115 (-12.0)
Painting time in ms (#3): 654, min=103, max=654, average=294 (-254.5)
Painting time in ms (#4): 421, min=103, max=654, average=326 (-227.2)
Painting time in ms (#5): 76, min=76, max=654, average=276 (+226.3)

There may be still a few remaining glitches to fix though due to the fact that we clip the region to be painted according to the damaged area, thus some code may have been working wrongly in the past.

History

#1 - 02/11/2010 01:08 PM - Arnaud Fontaine

- Target version set to 0.2
- Target version set to 0.2

#2 - 02/11/2010 01:17 PM - Arnaud Fontaine

- *Category set to Core*
- *Category set to Core*

#3 - 09/16/2011 09:15 AM - Arnaud Fontaine

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

Applied in changeset [e1cacdd62bc3880ba9cda9c580c374f29e37117a](#).