

## Unagi Compositing Manager - Enhancement #9

### Exposé plugin is quite slow

02/11/2010 01:18 PM - Arnaud Fontaine

<b>Status:</b>	Closed	<b>Start date:</b>	02/11/2010
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Arnaud Fontaine	<b>% Done:</b>	100%
<b>Category:</b>	Plugin	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.4		
<b>Description</b>			
Exposé plugin is quite slow for now as it takes several seconds before showing up the Exposé view.			

#### Associated revisions

##### Revision 0ca251fa - 01/30/2014 07:26 AM - Arnaud Fontaine

Expose: Use Render SetPictureTransform to get decent performances (closes #9).

Before each for each Window QPixmap, an scaled Image was created on the client-side and then push back to the server. This was obviously really slow as everything could be done server-side. SHM could have been used but there is no point as Render handles efficiently scaling.

For now, when the Expose plugin is enabled, the whole screen is repainted, which will be fixed in later commits.

#### History

##### #1 - 02/14/2010 10:35 AM - Uli Schlachter

Arnaud Fontaine wrote:

Exposé plugin is quite slow for now as it takes several seconds before showing up the Exposé view.

Why is the scaling done client-side? AFAIK RENDER can be used for the scaling thanks to the picture transform. Some googling found [http://ktown.kde.org/~fredrik/composite\\_howto.html](http://ktown.kde.org/~fredrik/composite_howto.html) (search for "Using a transformation matrix").

##### #2 - 09/22/2011 05:46 AM - Arnaud Fontaine

- Target version changed from 0.2 to 0.3

##### #3 - 01/05/2012 04:15 AM - Arnaud Fontaine

- Target version changed from 0.3 to 0.4

##### #4 - 01/30/2014 08:31 AM - Arnaud Fontaine

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset [0ca251fada2a6fe05168c2972b6aa3b72bb5b3f0](#).