
Subject: Re: Speedup in Object Graphics

Posted by [Pavel A. Romashkin](#) on Mon, 18 Mar 2002 17:14:56 GMT

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lyubo wrote:

>

> What are the general ways to speed up a program using Object Graphics ?

Get a faster video card, maybe? They are about \$60 now.

> When I run a profiler report I can see that I have to speed up the

> WIDGET_PROCESS_EVENTS but I have no idea how to do that.

Do you have a huge, nested widget tree? Then it is not really the OG problem, it is the tons of events that slow it down.

> Also which one is faster - drawing a scene or drawing several views

> separately?

I always thought that scenes are just containers that loop through draw calls to their children, and drawing a scene simply spares you several calls to draw each view separately.

Good luck,

Pavel
