

User Interface - Bug #2613

improve performance of ScreenBitmap.canDraw (and of its callers)

07/23/2015 01:04 PM - Constantin Asofiei

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Performance and Scalability Improvements	case_num:
billable: No	
vendor_id: GCD	
Description	
Related issues:	
Related to User Interface - Feature #3246: reduce the amount of data being se...	Closed

History

#1 - 07/23/2015 01:09 PM - Constantin Asofiei

In GUI, ScreenBitmap.canDraw (and its callers, getVerticalFragments and getHorizontalFragments) are used intensively. The performance for canDraw is poor - it iterates all registered rectangles in ScreenBitmap.bitmap to determine if the specified point is part of it. This should be improved so that search is done faster: maintain some parallel sorted arrays by column/row, and use binary search on them?

#2 - 03/23/2016 05:15 PM - Greg Shah

- Target version changed from Milestone 12 to Milestone 17

#3 - 11/16/2016 12:30 PM - Greg Shah

- Target version changed from Milestone 17 to Performance and Scalability Improvements

#4 - 01/03/2018 02:07 PM - Greg Shah

- Related to Feature #3246: reduce the amount of data being sent to the client-side when an UI attribute is being changed added