

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	version:	
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