

Doomsday Engine - Feature #2202

Feature # 4 (In Progress): UI improvements

Optimize UI rendering by collecting multiple widgets into one draw call

2017-02-19 23:03 - skyjake

Status:	Closed	Start date:	2017-02-19
Priority:	High	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.0 – Home UI & Packages		
Description			
When rendering the UI, libappfw needs to dynamically collect widgets into a temporary buffer and, once it fills up or when GL state changes, make one draw call for the entire buffer.			