

Optimization in KWin 4.6

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Apart from the scripting interface KWin will not ship any major new feature in 4.6. Most of the work I did for 4.6 was to improve the overall performance of our compositing engine. One of the first improvements I added was for the text and icon overlays in our effects. Now the texture and geometry is always cached and Texture from Pixmap (TFP) is used instead of costly QPixmap/QImage conversations.

Another area which saw great improvements are effects which transform one window. These effects used to cause the whole screen to repaint even if only a small region changed.

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[2] <http://blog.martin-graesslin.com/blog/2010/10/optimization-in-kwin-4-6/>