
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Fri, 12 Jun 2020 10:55:58 GMT
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Hi Mirek,

Thanks! This also seems to improve FILL_FAST speed. Was this expected?

Now when comparing between 2020.1 and this latest enhancement altogether, rendering an ImageBuffer by first clearing it and then adding a large raster image with FILL_FAST is now down at 2.8 ms from 4.4 ms!

Thanks and best regards,

Tom
