Subject: Re: Inverse palette conversion algorithm...
Posted by mr_ped on Fri, 07 Apr 2006 15:46:21 GMT
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The idea behind my code is simple FIFO flood fill.
You put the palette colors into the color space (cube), and start parallel flood fills from each point, until whole space is filled.

The only problem is that you can't use FIFO approarch directly, as the (+3,+3,+0) point's "distance" in FIFO terms would be 6 (6 steps needed to reach it), while the space distance is sqrt(3*3+3*3+0*0).

So the "FIFO" has been improved by distance sorting.
("radix" sorted queue "Vector<sCubePoint> feed_me[RASTER_MAP_MAX_DIST+1];")

This is quite an overhead in terms of memory usage, and also I can just hope the Vector constructor/destructor is fast enough to keep this fast (probably this is the bottleneck of the code, which can be optimalised by someone who knows containers better).

But from the syntetic benchmark it's already almost 2 times faster than your original piece of code.