Subject: Re: RGBA and ImageBuffer classes improve
Posted by tojocky on Fri, 06 May 2011 10:41:03 GMT

koldo wrote on Fri, 06 May 2011 09:29tojocky wrote on Fri, 06 May 2011 08:11koldo wrote on Thu, 05 May 2011 22:31Hello Ion

It seems a good idea. However could it reduce the speed of actual code?

I didn't feel slowdown speed.

Another solution is to keep old classes as is, and add new classes:
RGBA16, RGAB32, ImageBuffer16 and ImageBuffer32.
The ideas are good.

Could you do a simple speed test?

I will, but not know.
Now I have a urgent project that I should to finish.

P.S. I attached my work with RGAB16, and ImageBuffer16. It is better to create separate classes.

File Attachments
1) ImageView_Autolevel.zip, downloaded 369 times