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Subject: Re: RGBA and ImageBuffer classes improve

Posted by [tojocky](#) on Fri, 06 May 2011 10:41:03 GMT

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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 lon

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.

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#### File Attachments

1) [ImageView\\_Autolevel.zip](#), downloaded 316 times

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