Subject: Re: Rainbow, first iteration
Posted by mirek on Fri, 15 Jul 2011 16:17:05 GMT
View Forum Message <> Reply to Message

kohait00 wrote on Fri, 15 July 2011 10:48what would cover the work nesseccary?

Painter implementation for 16 bit??

Yes, something like that.

Actually, now thinking about it, it would have to be that much hard. But I would rather try conversion at FBUpdate first anyway.

BTW, nice if not so much obvious trick during the conversion might be to test if the RGB source value is not the same as previous one (cache last value). Well, at least on CPU with branch prediction... I would say you would get 80% of "16-painter" performance this way.