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Subject: Re: Rainbow, first iteration

Posted by [mirek](#) on Thu, 28 Jul 2011 15:04:39 GMT

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kohait00 wrote on Wed, 27 July 2011 09:49

couldnt the drawing backends be made sort of similar to rainbow? exchangeable? see, internally, upp could still use full RGBA/Color format. but depending of which format you chose for i.e. BufferPainter, a DrawLineOp or the like will call some coresponding helper functions, probably from the rasterizer. and as far as i can imagine, it would only affect the real local buffer painter.

Well, I guess something like this is quite possible to do... as in fact, there are only 2 "final" fillers in BufferPainter. Means RGBA is, I believe, only matter of a dozen of virtual functions.

Needless to say, however, that doing so we should also carefully consider refactoring Painter for multithreaded filling.

Another possible option is to write to backbuffer, but somehow remember "monocolor" areas, then render those with "memset" equivalent...

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