
Subject: Re: Painter Fill with Image MSC14x64 performance issue

Posted by [mirek](#) on Sun, 29 Jan 2017 20:04:07 GMT

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Quote:

```
void SpanFiller::Render(int val, int len)
{
    if(val == 0) {
        t += len;
        s += len;
        return;
    }
    const RGBA *e = t + len;
    if(alpha != 256)
        val = alpha * val >> 8;
    if(val == 256)
        for(int i=0;i<len;i++) if(s[i].a==255) t[i]=s[i]; else AlphaBlend(t[i], s[i]);
    /* while(t < e) {
        if(s->a == 255)
            *t++ = *s++;
        else
            AlphaBlend(*t++, *s++);
    }
    */ else
        while(t < e)
            AlphaBlendCover8(*t++, *s++, val);
}
```

Missed ugly bug above: t and s are member variables and need to be moved after the loop:

```
void SpanFiller::Render(int val, int len)
{
    if(val == 0) {
        t += len;
        s += len;
        return;
    }
    const RGBA *e = t + len;
    if(alpha != 256)
        val = alpha * val >> 8;
    if(val == 256) {
        for(int i=0; i < len; i++) {
            if(s[i].a == 255)
                t[i] = s[i];
            else
```

```
    AlphaBlend(t[i], s[i]);  
}  
t += len;  
s += len;  
}  
else  
    while(t < e)  
        AlphaBlendCover8(*t++, *s++, val);  
}
```

[/quote]

Maybe you could check whether this correct code is still faster?

Mirek
