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Subject: Re: Painter Fill with Image MSC14x64 performance issue

Posted by [Tom1](#) on Mon, 30 Jan 2017 08:16:33 GMT

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As a matter of fact, this is even better:

```
void SpanFiller::Render(int val, int len)
{
    if(val == 0) {
        t += len;
        s += len;
        return;
    }

    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{
        const RGBA *e = t + len;
        while(t < e)
            AlphaBlendCover8(*t++, *s++, val);
    }
}
```

I.e. moving "const RGBA \*e = t + len;" to the else section where it is actually needed. (A very slight but measurable speed improvement can be observed.)

Best regards,

Tom

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