Subject: Re: BufferPainter now MT optimized
Posted by mirek on Sat, 06 Jan 2018 23:24:40 GMT
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Tom1 wrote on Sun, 07 January 2018 00:06What exactly are you referring to by the possibility to try to remove End boundary? Does it mean you could possibly make it even more parallel than described in your message?

The End boundary is there mostly because of possible clipping changes - it is hard for me to run parallel rasterizers when there are more clippings active.

If I could detect that before and after End the same clipping is active, I could run both sides (of End) in parallel.