Subject: Re: [Proposal] Blur algorithm (fast box blur with gaussian approximation)
Posted by Oblivion on Tue, 21 Apr 2020 11:04:44 GMT

Yep, the latest optimization definitely added some speed. Average on same hardware and with same images is now 3.42.

By the way, the "Vector<int> sizes" is left unused in the code, at ln: 1095.

Best regards,
Oblivion