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Subject: `BufferPainter::Fill(Image,...)` optimization question

Posted by [Tom1](#) on Mon, 27 Apr 2020 12:51:48 GMT

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Hi Mirek,

After getting inspired by the recent improvements in `DrawImage()`, I tested the `BufferPainter::Fill(Image,...)` using images with both `kind=IMAGE_OPAQUE` and `kind=IMAGE_ALPHA`. It seems they apparently render at the same speed. Is there any room for "easy" optimization when rendering opaque images?

(I really tried to look for the code where the rendering is actually done, but `BufferPainter` is way too complex for me to navigate... :? Maybe you could point out the file and line where the decision between opaque rendering and alpha blending is actually done.)

Best regards,

Tom

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