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Subject: Another BufferPainter optimization  
Posted by [Tom1](#) on Mon, 27 Apr 2020 17:43:58 GMT  
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Hi,

After editing this post quite a few times after each round of optimization, I have ended up with the following FillRGBA() optimization:

1. Remove void FillRGBA() entirely from Painter/Fillers.cpp.
2. Add the following line to Painter/Fillers.h:

```
#define FillRGBA(a,b,c) memsetd((a),*(dword*)&(b),(c))
```

This will boost solid color filling considerably in BufferPainter. Additionally, moving this to the header will also make the optimized solution available to ClearOp(), which will benefit radically.

Please evaluate and merge, if it passes U++ quality check. :)

Best regards,

Tom

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