
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Fri, 15 May 2020 08:18:46 GMT
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Hi Mirek,

While interesting, I found that a plain `memset()` is way faster than `memsetd()` or `Fill()`. Just filling with `0xff` (as the RGBA is for white) you will get a superior speed. I currently use `memset()` for a clear white on a `ImageBuffer` before giving it to `BufferPainter`. For more complex fill colors, I guess, the `apex_memmove` / `memcpy` code could be investigated for a more optimal result. (I posted a link to the apex code here on the forum briefly before release of 2020.1

Best regards,

Tom
