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

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