Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Wed, 20 May 2020 08:20:56 GMT

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Tom1 wrote on Wed, 20 May 2020 10:04Hi,

There must still be something wrong with 3T3 because applying it to BufferPainter (replacing FillRGBA) causes artifacts in drawing. E.g. PainterExamples spiral example at 3x scale clearly shows noise in line edges. :(

Best regards,

Tom

My guts feeling is either the tail fill, or less likely, "e" computation. I think these are simpler code in Fill7a.... (and actually, these are the only real difference now).