

---

Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Wed, 20 May 2020 10:23:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OK, after retesting, I think it might be at most 3% faster. Looking at fillers, I think there is much more time spent in AlphaBlend function - even if it is just for segment start/end pixels. Perhaps that one should be SSE2 optimized? :)

Mirek

---