
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Wed, 20 May 2020 10:23:01 GMT
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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
