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Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Sun, 24 May 2020 08:20:45 GMT  
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I have the first implementation and test of SSE2 AlphaBlend:

TIMING SSE : 46.95 ms - 46.95 ns (58.00 ms / 1000000 ), min: 0.00 ns, max: 1.00 ms,  
nesting: 0 - 1000000  
TIMING Non SSE : 123.95 ms - 123.95 ns (135.00 ms / 1000000 ), min: 0.00 ns, max: 1.00  
ms, nesting: 0 - 1000000

### File Attachments

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1) [AlphaBlendSSE2.cpp](#), downloaded 268 times

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