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Subject: Re: BufferPainter::Clear() optimization  
Posted by [Tom1](#) on Thu, 04 Jun 2020 16:48:50 GMT  
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mirek wrote on Thu, 04 June 2020 18:23SSE2 alphablending comitted. I see 10% improvements in heavily blended example. Looks like low-hanging fruits are long gone

Mirek

Hi Mirek,

Thanks! This is a welcome improvement. When rendering complex maps with MT, I see an overall improvement of 4.. 20 % depending on the contents. None of the geometries are transparent themselves, but the edges of strokes and fills likely do benefit from this.

Having the improvement more on the ST side is nice to have as (soft) real-time processes get less disturbed by the GUI being rendered by the BufferPainter running in ST.

Thanks and best regards,

Tom

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