
Subject: Re: BufferPainter::Fill(Image,...) optimization question

Posted by [mirek](#) on Thu, 04 Jun 2020 16:49:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

So this is (likely) the correct code:

```
void SpanFiller::Render(int val, int len)
{
    if(val == 0) {
        t += len;
        s += len;
        return;
    }
    if(alpha != 256)
        val = alpha * val >> 8;
    if(val == 256 && ss->opaque) {
        const RGBA *e = s + len;
        const RGBA *s0 = s;
        while(s < e && s->a == 0)
            s++;
        t += s - s0;
        s0 = s;
        while(s < e && s->a != 255)
            s++;
        AlphaBlend(t, s0, val, s - s0);
        t += s - s0;
        s0 = s;
        while(s < e && s->a == 255)
            s++;
        memcpy32(t, s0, s - s0);
        t += s - s0;
        s0 = s;
        while(s < e && s->a)
            s++;
        AlphaBlend(t, s0, val, s - s0);
    }
    else
        AlphaBlend(t, s, val, len);
    t += len;
    s += len;
}
```

Unfortunately it is then slower than new SSE2 AlphaBlend path, so...

Mirek
