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

Posted by [Tom1](#) on Thu, 04 Jun 2020 18:17:59 GMT

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Hi,

Yes, I noticed that the AlphaBlend optimization improved this opaque image (FAST_FILL) speed by about 20 %, so it covered this area too. :)

Thanks and best regards,

Tom
