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Subject: Re: BufferPainter::Clear() optimization  
Posted by [Tom1](#) on Fri, 12 Jun 2020 10:55:58 GMT  
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Hi Mirek,

Thanks! This also seems to improve FILL\_FAST speed. Was this expected?

Now when comparing between 2020.1 and this latest enhancement altogether, rendering an ImageBuffer by first clearing it and then adding a large raster image with FILL\_FAST is now down at 2.8 ms from 4.4 ms! :)

Thanks and best regards,

Tom

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