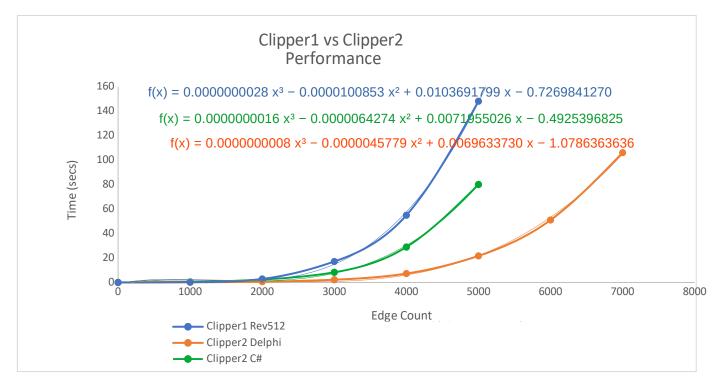
## **Clipper Performance**

Intersecting 2 random complex polygons (using Non-Zero fill): Bounding width=800 & height=600 using Intel i7 Quad core CPU The edge count (horizontal axis) is the no. edges for each polygon.



| Edge<br>Count | Clipper1<br>Rev512 | Clipper2 Delphi<br>65d93ed | Clipper2 C#<br>65d93ed |
|---------------|--------------------|----------------------------|------------------------|
| o             | 0.00               | 0.00                       | 0.00                   |
| 1000          | 0.30               | 0.13                       | 0.41                   |
| 2000          | 2.85               | 0.62                       | 2.38                   |
| 3000          | 17.1               | 2.23                       | 8.3                    |
| 4000          | 54.9               | 7.25                       | 28.90                  |
| 5000          | 148                | 21.7                       | 80.0                   |
| 6000          |                    | 51.0                       |                        |
| 7000          |                    | 106                        |                        |