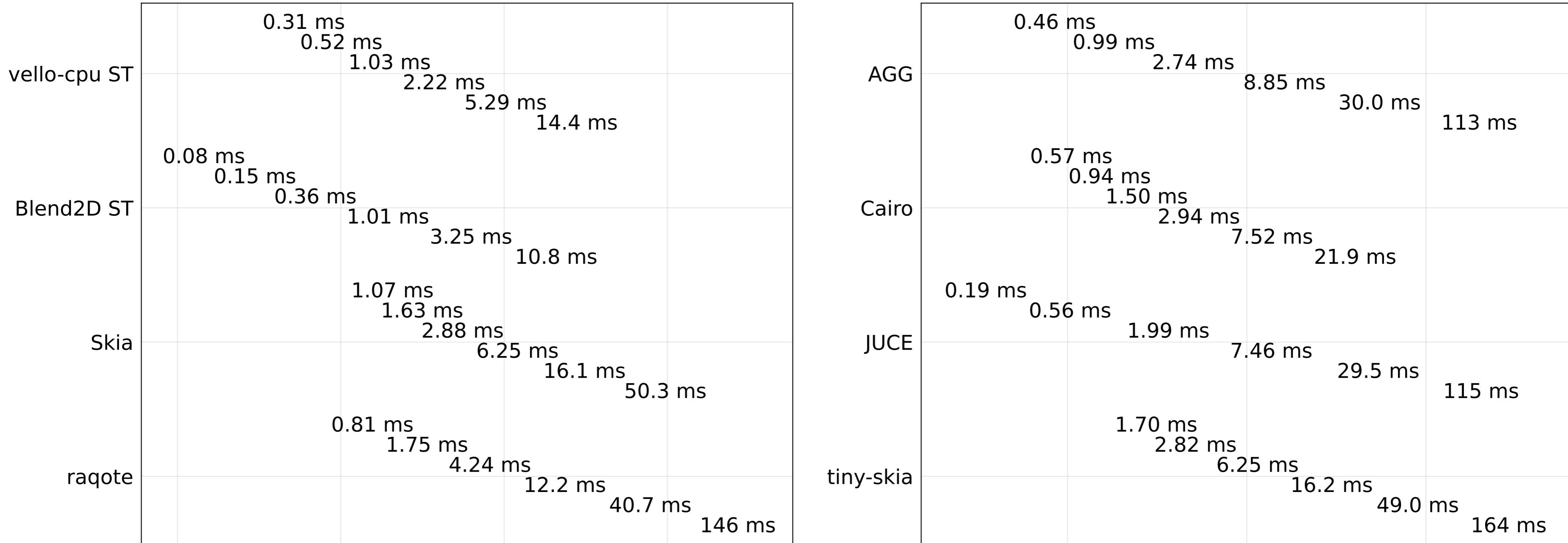


Fill - Solid - RectU

(Time for 1000 render calls in ms)



Shape Size

8x8 16x16 32x32 64x64 128x128 256x256