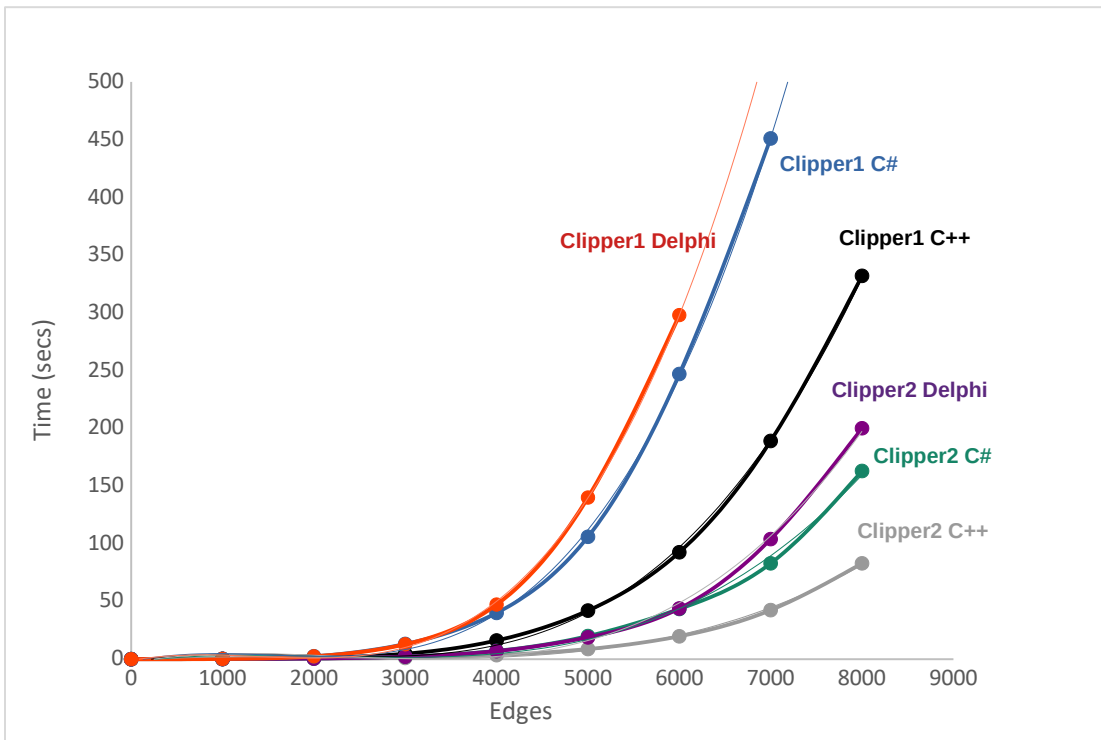


# Clipper1 vs Clipper2 Performance

Intersecting 2 random complex polygons using Non-Zero fill, inside a region of width 800 & height 600

Benchmark tests performed on PC with Intel i7 Quad core CPU, 16GB RAM using 64bit compilers

The edge count (horizontal axis) is the no. edges for each polygon.



|       | Clipper1<br>Delphi | Clipper1<br>C# | Clipper1<br>C++ | Clipper2<br>Delphi | Clipper2<br>C# | Clipper2<br>C++ |
|-------|--------------------|----------------|-----------------|--------------------|----------------|-----------------|
| 0     | 0.00               | 0.00           | 0.00            | 0.00               | 0.00           | 0.00            |
| 1000  | 0.23               | 0.33           | 0.19            | 0.13               | 0.12           | 0.12            |
| 2000  | 2.45               | 2.50           | 1.17            | 0.57               | 0.62           | 0.40            |
| 3000  | 12.90              | 13.20          | 4.70            | 2.18               | 2.30           | 1.10            |
| 4000  | 47.30              | 40.10          | 16.20           | 7.00               | 7.20           | 3.50            |
| 5000  | 140.00             | 106.00         | 42.10           | 18.90              | 20.00          | 8.80            |
| 6000  | 298.00             | 247.00         | 92.60           | 43.90              | 43.50          | 19.80           |
| 7000  |                    | 451.00         | 189.00          | 104.00             | 83.00          | 42.50           |
| 8000  |                    |                | 332.00          | 200.00             | 163.00         | 83.00           |
| O(n³) | 3.1E-09            | 2.8E-09        | 1.4E-09         | 9.3E-10            | 5.4E-10        | 3.4E-10         |