
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Mon, 18 May 2020 19:20:28 GMT
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Hi,

It looks that luckily CPUID reveals cache information:

<https://www.intel.com/content/www/us/en/architecture-and-technology/64-ia-32-architectures-software-developer-vol-2a-manual.html>

Initial value in EAX 80000006H

ECX:

Bits 07 - 00: Cache Line size in bytes.

Bits 11 - 08: Reserved.

Bits 15 - 12: L2 Associativity field.

Bits 31 - 16: Cache size in 1K units.

Could we use this?

Best regards,

Tom
