
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Tue, 19 May 2020 06:59:08 GMT
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Hi,

Fill6 fails integrity check due to a small indexing glitch here:

```
if(len & 8) {  
    Set4(0);  
    Set4(8); // << Should be 4  
    t += 8;  
}
```

However, Fill3T is still faster below 64 and mostly on par above that on my i7.

And thanks! I do indeed enjoy the final alignment trick! Very clever!

Best regards,

Tom
