
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Tue, 19 May 2020 11:18:01 GMT
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[quote title=mirek wrote on Tue, 19 May 2020 13:45]Tom1 wrote on Tue, 19 May 2020 12:35mirek wrote on Tue, 19 May 2020 10:49
I really like the w++ incremental pointer logic over the Set4(pointer+offset). This approach seems to give a small improvement on my system.

Compiler actually converts that to offsets anyway... (I have checked disassembly).

Quote:

But seriously, we need to put an end to this madness! The bang for the buck is rapidly decreasing as working hours are increasing...

Well, you have started it

Mirek

I admit to it! My fault...

Anyway, pick your choice: 7a or 3T2, but note that MSBT19 (32bit I mean) likes 3T2 better on short transfers. CLANG, CLANGx64 and MSBT19x64 are happy with both. (But, please do your own benchmarks, as this is just my repeated scan through different lengths with the pitfall you pointed out earlier.)

Best regards,

Tom
