
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Fri, 22 May 2020 09:39:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote title=Tom1 wrote on Fri, 22 May 2020 11:13]Quote:
Then I also thought of handling something like ≤ 16 .. 32 sizes inline and the rest in a deeper `never_inline` function. This would probably improve the situation without adding so much complexity.

In the trunk now... ≥ 16 now handled by non-inline function. There is impact in your benchmark (the one that runs for all sizes), less impact in my benchmark (with random sizes), but I think this is the right move...

Another benefit is that we can now consider using AVX (testing for AVX presence would be clumsy in inline function I think).

Mirek
