
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Fri, 22 May 2020 11:06:14 GMT
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Quote: I have tried with AVX and I do not see any improvement.

So, this means SSE2 is enough to saturate the memory bus completely.

Thanks also for the new memcpy optimizations. This is equally important in many areas.

Best regards,

Tom
