
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Fri, 22 May 2020 17:03:16 GMT
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Added memcpy optimized for sizeof 8 and 16 and this little neat function to make sense from it all:

```
template <class T>
void memcpy_t(T *t, const T *s, size_t count)
{
    if((sizeof(T) & 15) == 0)
        memcpydq((dqword *)t, (const dqword *)s, count * (sizeof(T) >> 4));
    else
        if((sizeof(T) & 7) == 0)
            memcpyq((qword *)t, (const qword *)s, count * (sizeof(T) >> 3));
        else
            if((sizeof(T) & 3) == 0)
                memcpyd((dword *)t, (const dword *)s, count * (sizeof(T) >> 2));
            else
                svo_memcpy((void *)t, (void *)s, count * sizeof(T));
}
```

Vector<String>::ReAlloc(int newalloc)

disassembly now looks magnificent, copying elements to new buffer with SSE2...
