
Subject: Re: Vector performance on a specific situation

Posted by [crydev](#) on Wed, 19 Jun 2013 07:03:01 GMT

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Thank you for your answers.

sizeof(T) is 16-bytes.

```
struct
{
    unsigned int;
    int;

    struct
    {
        int;
        int;
    }
}
```

What my code does is reading a struct instance from the vector and editing the two integer fields in the sub-struct. What I did now, also stated in my first post, is copying the `Vector.GetCount() / 8` count of structs from the vector into an array and performing operations there. Afterwards I copy them back into the vector at the original positions.

As I stated, it seems just as fast, the profiler also notes so. Can I conclude from that finding that this operation is faster to prevent cacheline sharing?
