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Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Tue, 28 Apr 2020 09:10:47 GMT  
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Hm, MacOS 2,3 GHz Intel Core i5

TIMING Fill : 1.52 s - 1.52 ms ( 1.52 s / 1000 ), min: 1.00 ms, max: 2.00 ms, nesting: 0 - 1000

TIMING memsetd : 1.53 s - 1.53 ms ( 1.53 s / 1000 ), min: 1.00 ms, max: 12.00 ms, nesting: 0 - 1000

That's quite weird...

Mirek

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