
Subject: Re: BufferPainter::Clear() optimization
Posted by [Oblivion](#) on Tue, 28 Apr 2020 09:27:56 GMT
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Hello,

A quick test on an older AMD FX 6100, six core processor. 3.2 GHZ (naturally, it is slower):

// GCC (x64, latest ver.)

TIMING Fill : 7,53 s - 7,53 ms (7,53 s / 1000), min: 7,00 ms, max: 9,00 ms, nesting: 0 - 1000

TIMING memsetd : 6,31 s - 6,31 ms (6,31 s / 1000), min: 6,00 ms, max: 18,00 ms, nesting: 0 - 1000

// CLANG(x64, latest ver.)

TIMING Fill : 7,07 s - 7,07 ms (7,07 s / 1000), min: 6,00 ms, max: 10,00 ms, nesting: 0 - 1000

TIMING memsetd : 7,07 s - 7,07 ms (7,08 s / 1000), min: 6,00 ms, max: 17,00 ms, nesting: 0 - 1000

Best regards,
Oblivion
