

Experimenting with parallel:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

void CoFill(RGBA *t, RGBA c, int len)
{
    const int CHUNK = 1024;
    std::atomic<int> ii(0);
    CoDo([&] {
        for(;;) {
            int pos = CHUNK * ii++;
            if(pos >= len)
                break;
            Fill(t + pos, c, min(CHUNK, len - pos));
        }
    });
}
```

```
GUI_APP_MAIN
{
    Color c = Red();

    int len = 4000 * 2000;

    Buffer<RGBA> b(len);

    for(int i = 0; i < 10; i++) {
        {
            RTIMING("memsetd");
            memsetd(b, *(dword*)&(c), len);
        }
        {
            RTIMING("Fill");
            Fill(b, c, len);
        }
        {
            RTIMING("CoFill");
            CoFill(b, c, len);
        }
    }
}
```

TIMING CoFill : 19.00 ms - 1.90 ms (19.00 ms / 10), min: 1.00 ms, max: 3.00 ms, nesting:
0 - 10
TIMING Fill : 31.00 ms - 3.10 ms (31.00 ms / 10), min: 3.00 ms, max: 4.00 ms, nesting: 0
- 10
TIMING memsetd : 30.00 ms - 3.00 ms (30.00 ms / 10), min: 2.00 ms, max: 5.00 ms,
nesting: 0 - 10

To try that on different CPU, Rapsberry PI 4 numbers:

TIMING CoFill : 145.00 ms - 14.50 ms (145.00 ms / 10), min: 14.00 ms, max: 15.00 ms,
nesting: 0 - 10
TIMING Fill : 225.00 ms - 22.50 ms (225.00 ms / 10), min: 22.00 ms, max: 24.00 ms,
nesting: 0 - 10
TIMING memsetd : 184.00 ms - 18.40 ms (184.00 ms / 10), min: 11.00 ms, max: 77.00 ms,
nesting: 0 - 10
