Subject: Re: BufferPainter::Clear() optimization Posted by mirek on Fri, 15 May 2020 09:33:55 GMT View Forum Message <> Reply to Message

## Tom1 wrote on Fri, 15 May 2020 10:18

While interesting, I found that a plain memset() is way faster than memsetd() or Fill(). Just filling with 0xff (as the RGBA is for white) you will get a superior speed. I currently use memset() for a clear white on a ImageBuffer before giving it to BufferPainter. For more complex fill colors, I guess, the apex\_memmove / memcpy code could be investigated for a more optimal result. (I posted a link to the apex code here on the forum briefly before release of 2020.1 :)

Best regards,

Tom

With CLANG, memset performance is about the same. However, with MSVC, it really is pretty damn fast.

I have digged into the code and the key ingredient seems to be MOVNTPS instruction, which means the code could be easily adapted to setting dwords. I just need to understand MT implications mentioned here:

https://www.felixcloutier.com/x86/movntps

It also might be questionable how this will affect the performance down the road (data not being in cache and everything...)

Mirek

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