Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Fri, 15 May 2020 09:41:13 GMT

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At the time I was testing with the memset -- if I remember correctly -- on Windows + CLANG the memset with zero value was very efficient too, but the rest of the set values were slower. So, there must be some special optimized implementation for zeroing memory on CLANG too.

BR, Tom