

Here we go:

```
void SSEFill2(RGBA *t, RGBA c, int len)
{
    if(len >= 512) {
        while((uintptr_t)t & 63) { // align to cache line
            *t++ = c;
            len--;
        }
        dword m[4];
        m[0] = m[1] = m[2] = m[3] = *(dword*)&(c);
        __m128d val = _mm_loadu_pd((double *)m);
        while(len >= 16) {
            _mm_stream_pd((double *)t, val);
            _mm_stream_pd((double *)t + 4, val);
            _mm_stream_pd((double *)t + 8, val);
            _mm_stream_pd((double *)t + 12, val);
            t += 16;
            len -= 16;
        }
        _mm_sfence();
    }

    Fill(t, c, len);
}
```

```
TIMING CoFill      : 42.00 ms - 2.10 ms (42.00 ms / 20 ), min: 1.00 ms, max: 3.00 ms, nesting:
0 - 20
TIMING SSEFill2    : 16.00 ms - 799.98 us (16.00 ms / 20 ), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 20
TIMING SSEFill     : 55.00 ms - 2.75 ms (55.00 ms / 20 ), min: 2.00 ms, max: 3.00 ms, nesting:
0 - 20
TIMING Fill        : 56.00 ms - 2.80 ms (56.00 ms / 20 ), min: 2.00 ms, max: 3.00 ms, nesting: 0
- 20
TIMING memsetd     : 52.00 ms - 2.60 ms (52.00 ms / 20 ), min: 2.00 ms, max: 3.00 ms,
nesting: 0 - 20
```