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Subject: Re: BufferPainter::Clear() optimization  
Posted by [Tom1](#) on Fri, 15 May 2020 10:08:47 GMT  
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And we have a winner!!

Also, please take a look at MSBT19 and MSBT19x64 for this too. It looks like this code only works with CLANG and CLANGx64 on Windows. (Have not checked on Linux yet.)  
Additionally, plain memset, memsets and memsetd -variants would be useful for various tasks, as their efficiency varies depending on the compiler.

Thanks and best regards,

Tom

EDIT: I mean it does not compile on MSBT...

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