
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Sun, 17 May 2020 06:47:44 GMT
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Tom1 wrote on Sat, 16 May 2020 01:59 With CLANG it seems to be beneficial to use the Mirek's new MemSet() for buffer sizes above about 1M

I guess L2 cache size plays a role here. The new trick bypasses the cache so kicks in when cache is exhausted...

Mirek
