Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Sun, 17 May 2020 08:01:51 GMT
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mirek wrote on Sun, 17 May 2020 09:47Tom1 wrote on Sat, 16 May 2020 01:59With 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

Hi,

Where can I find the new trick?

BR,

Tom