Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Mon, 18 May 2020 08:16:32 GMT

Tom1 wrote on Sun, 17 May 2020 23:25Mirek,

Please check out this one. It features better performance on MSBT19 / MSBT19x64 with low counts, and works well on CLANG/CLANGx64 too:

I think there are 2 issues:

- Cache bypass starts at 8MB.
- Missing alignment adjustment for cache bypass.
- I might be wrong, but why is there " - 4": __m128i *e = (__m128i*)t + (len>>2) - 4; ?

But yes, it hits something for MSC compiler... :)

Mirek