Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Mon, 18 May 2020 09:13:55 GMT

Hi,

Yes, you're right: The alignment should be handled. I'll take a look at it... (just need to minimize the code size in order to avoid penalty for short transfers. It is extremely sensitive.)

The cache limit is intentionally 8MB as this is the sweet spot for my Core i7. Probably should get this value from the system to optimize the correct threshold.

The -4 compensates the rest of the samples handled within the leaked default in the switch. (The below cases do the trick).

Best regards,

Tom