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Subject: Re: BufferPainter::Clear() optimization  
Posted by [Tom1](#) on Mon, 18 May 2020 14:06:19 GMT  
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mirek wrote on Mon, 18 May 2020 14:53 You can actually do alignment without branching there (that I got from studying memset code :). I guess that is the last thing to try now :)

Hi,

Sounds good, but seems hard to squeeze speed from ... (tried quite a while now).

BR, Tom

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