
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Mon, 18 May 2020 16:12:37 GMT
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Well, my full idea was to align for len \geq 32 always and MAYBE have some benefit from the fact that stores are now aligned (even perhaps use aligned version). Sources diverge on actual performance, but it might be around 10%. In any case, MSC memset does this...

Mirek
