Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Mon, 18 May 2020 16:28:52 GMT

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Tom1 wrote on Mon, 18 May 2020 17:08
In order to get real fast short transfers, the function must be 'inline'. I think this necessitates two variants of the final function. (I have seen that BufferPainter paints most of the time with really short fills, so inlining really makes a difference there.)

Well, CLANG inlines all Fill3 variants without me asking him to do it, so I guess I have zero problems to have it in the header...

Quote:P.S. My cache threshold is still at 8M...

What are your CPU L1/L2/L3 caches?

What happens if you move that to 1M, 12M, 16M? (I mean, how much penalty you get?)

Mirek