Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Tue, 19 May 2020 07:49:01 GMT

Also, a little note about your testing code: You loop over the same "len" many times and measure that. The problem is that first pass setups branch prediction so all other passes are predicted. If "len" is changing, prediction fails and you might get different results....

Which explains why my tests, which feeds random lens, shows a bit different picture... :)

All in all, I think in the end we will just need to test this with Painter....

Mirek