
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Tue, 19 May 2020 10:45:52 GMT
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[quote title=Tom1 wrote on Tue, 19 May 2020 12:35]mirek wrote on Tue, 19 May 2020 10:49
I really like the w++ incremental pointer logic over the Set4(pointer+offset). This approach seems
to give a small improvement on my system.

Compiler actually converts that to offsets anyway... (I have checked disassembly).

Quote:

But seriously, we need to put an end to this madness! The bang for the buck is rapidly decreasing
as working hours are increasing... :)

:) Well, you have started it :)

Mirek
