
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Tue, 19 May 2020 23:52:36 GMT
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[quote title=Tom1 wrote on Wed, 20 May 2020 01:34]Hi Mirek,

Yes, I'm nuts... still working at this hour.

Anyway, here's a new version - Fill3T3 - that can actually handle all alignment variations (even those not handled by 7a). Please benchmark and check for correctness:

```
if(len & 8) {  
    _mm_stream_si128(w++, q);  
    _mm_stream_si128(w++, q);  
}  
if(len & 4) {  
    _mm_stream_si128(w++, q);  
}
```

Yeah, I think that after filling 8MB of data, this will really have impact compared to trivial loop :)

Mirek
