
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Wed, 20 May 2020 06:22:43 GMT
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mirek wrote on Wed, 20 May 2020 02:52 Yeah, I think that after filling 8MB of data, this will really have impact compared to trivial loop :)

Mirek

:lol:

Best regards,

Tom
