
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Wed, 20 May 2020 09:56:41 GMT
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So I have replaced memsetd with Fill7a, replaced RGBA fill with (new) memsetd and did benchmarks.

Except the situation where the benchmark involves Clear of large area, numbers have not changed... :)

EDIT: Bug on my part, retesting...

Mirek
