## Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Wed, 20 May 2020 10:41:30 GMT

Hi Mirek,

Two things to consider before you go with 7a:

- 7a crashes on unaligned buffers (t&3) while 3T3 handles them all.
- 3T3 is faster on MSBT19 with short transfers up to 50-60 dwords.

Best regards,

Tom