
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Wed, 20 May 2020 11:01:50 GMT
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Quote:I was aware about unaligned problem, thats fixed in final version. That said, unaligned in general should be considered illegal anyway, because otherwise hell will broke lose with Armv6....

But that's good to know. In this case we could drop (t&3) code entirely from 3T3 and improve instruction cache locality for even better results on short transfers.

((Is there a way to 'cleanly crash' (whatever that might mean) an application attempting unaligned memset? Now it just disappears from the process list at least on Windows.))

EDIT: Let me rephrase it: Is there a way to check during development that an application will never use unaligned memset?

Best regards,

Tom
