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Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Wed, 20 May 2020 13:18:19 GMT  
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Tom1 wrote on Wed, 20 May 2020 13:01

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

memsetd!

Yes, put `ASSERT(((uintptr_t)t & 3) == 0);` to memsetd :)

Mirek

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