Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Wed, 20 May 2020 15:16:51 GMT

Tom1 wrote on Wed, 20 May 2020 16:15Hi,

This is strange, since I immediately added the inline to 7a when I started testing it. (I found out earlier that MSBT19 did not do it for me.) Now I did a new run and the result is in the attached csv.

Can you post the latest 7a if it is any different compared to the one posted here above?

Best regards,

Tom

It is now in trunk as memsetd....

Mirek