
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Wed, 20 May 2020 15:31:48 GMT
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I am getting quite different picture:

```
int bsize=8*1024*1024;
Buffer<dword> b(bsize, 0);
dword cw = 123;

String result=""N\","memsetd()\","Fill3T3()\r\n";
for(int len=1;len<=bsize;){
  int maximum=100000000/len;
  int64 t0=usecs();
  for(int i = 0; i < maximum; i++)
    memsetd(~b, cw, len);
  int64 t1=usecs();
  for(int i = 0; i < maximum; i++)
    Fill3T3(~b, cw, len);
  int64 t2=usecs();
  String r = Format("%d,%f,%f",len,1000.0*(t1-t0)/maximum,1000.0*(t2-t1)/maximum);
  RLOG(r);
  result.Cat(r + "\r\n");
  if(len<64) len++;
  else len*=2;
}

SaveFile(GetHomeDirFile("memset.csv"),result);
```

I am starting to wonder if there is difference between our MSC 32bit compilers...

File Attachments

1) [memset.csv](#), downloaded 302 times
