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Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Thu, 21 May 2020 07:04:01 GMT  
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[quote title=Tom1 wrote on Wed, 20 May 2020 19:51]mirek wrote on Wed, 20 May 2020 18:31  
Should this new memsetd() now be deployed all over the u++? I mean e.g. Core/Topt.h :: Fill?

IDK, maybe as specialisation...

Mirek

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