
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Thu, 21 May 2020 14:21:30 GMT
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mirek wrote on Wed, 20 May 2020 16:18Tom1 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

Good point! Please do!

Best regards,

Tom
