
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Thu, 21 May 2020 14:38:20 GMT
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Hi,

This new FillX is incredibly elegant! Congratulations Mirek! I really do like your new findings there. You just need to rename it as memsetd() and place in the correct header in Core... :)

Best regards,

Tom
