
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Thu, 21 May 2020 17:22:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Koldo,

I checked and `#include <emmintrin.h>` seems to work just fine for what we are working on. Thanks for pointing this out.

Mirek: Agree?

Best regards,

Tom
