
Subject: Re: BufferPainter::Clear() optimization
Posted by [Didier](#) on Fri, 22 May 2020 07:32:09 GMT
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Hello mirek and Tom,
Grenat work here but I have a simple question: what is the point with cache ?
Normally cache speeds things up when you need to reaccess data just after writing it.
So filling a buffer with a constant value that is not read immediately after in most cases isn't a corresponding use case.
So, I think that having a fill function that doesn't use cache at all will benefit in two points:
Timing stability and more importantly, cache is not touched so it can speed up other functions calls further
