
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Fri, 22 May 2020 08:05:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tom1 wrote on Thu, 21 May 2020 19:25

EDIT: It just looks that I cannot squeeze the benefit out as re-alignment code tends to eat what would could possibly be achieved here. However, if allocator could allocate large blocks at even 64 byte limits, that could improve performance behind the scenes.

It cannot as alignment is important part of block information...

Mirek
