
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Fri, 22 May 2020 09:32:12 GMT
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koldo wrote on Fri, 22 May 2020 10:29 One question. To use these new features, is it necessary to set compiler flags, like /arch:AVX in Visual Studio?

No so far. This is just SSE2, which is enabled by default for ages now...

Of course, the next logical step is to use AVX256 :)

Mirek
