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Subject: Re: BufferPainter::Clear() optimization  
Posted by [mirek](#) on Fri, 22 May 2020 09:39:48 GMT  
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[quote title=Tom1 wrote on Fri, 22 May 2020 11:13]Quote:  
Then I also thought of handling something like  $\leq 16$  .. 32 sizes inline and the rest in a deeper never\_inline function. This would probably improve the situation without adding so much complexity.

In the trunk now...  $\geq 16$  now handled by non-inline function. There is impact in your benchmark (the one that runs for all sizes), less impact in my benchmark (with ransom sizes), but I think this is the right move...

Another benefit is that we can now consider using AVX (testing for AVX presence would be clumsy in inline function I think).

Mirek

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