Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Fri, 22 May 2020 09:59:21 GMT

mirek wrote on Fri, 22 May 2020 12:39
In the trunk now... >=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...

It looks like >32 might be better in this case... Not sure though.

BR, Tom