
Subject: Re: BufferPainter::Clear() optimization
Posted by [koldo](#) on Fri, 22 May 2020 10:47:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear colleagues

Please consider Sender proposal:

- Remove `#include <emmintrin.h>` from `Blit.h`
- Include `#include <immintrin.h>` in `config.h`

As now the intrinsics are included inside Upp namespace, they cannot be used later by Eigen. `config.h` is included in `Core.h` before Upp namespace.

Thank you!
