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Subject: Re: BufferPainter::Clear() optimization  
Posted by [Tom1](#) on Fri, 22 May 2020 11:06:14 GMT  
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Quote: I have tried with AVX and I do not see any improvement.

So, this means SSE2 is enough to saturate the memory bus completely.

Thanks also for the new memcpy optimizations. This is equally important in many areas. :)

Best regards,

Tom

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