
Subject: Re: BufferPainter::Clear() optimization
Posted by [Oblivion](#) on Sun, 24 May 2020 09:56:01 GMT
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Hello Mirek,

On Linux 5.4 and 5.6, with CLANG 10.0

TIMING SSE : 119.41 ms - 119.41 ns (1.06 s / 1000000), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 1000000
TIMING Non SSE : 232.41 ms - 232.41 ns (1.18 s / 1000000), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 1000000

On GCC (10.1): apparently `_mm_storeu_si32` is yet to be implemented. : :?

'`_mm_storeu_si32`' was not declared in this scope; did you mean '`_mm_storeu_epi32`'?
(): 47 | `_mm_storeu_si32(rgba, PackRGBA(x, _mm_setzero_si128()))`;
(): | ^~~~~~
(): | `_mm_storeu_epi32`

Possible workaround is given here:

<https://stackoverflow.com/questions/58063933/how-can-a-sse2-function-be-missing-from-the-header-it-is-supposed-to-be-in>

Best regards,
Oblivion
