Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Tue, 02 Jun 2020 15:43:21 GMT
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Well, somehow I dug myself into more mem* (memeq*, memhash) functions and optimisations (going 64 bit hashes)... Hopefully all is done for now (except in future, I plan to do aarch64 and NEON optimizations too).

I think I will be able to return to AlphaBlend soon.

Mirek