
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Thu, 04 Jun 2020 15:45:18 GMT
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OK, that might have been a bit too pesimistic, in some other examples the speedup is noticeable. Somewhat expected thing however is that this is more in single-threaded mode, less in MT.

Note: I have added "NOSIMD" flag to make it possible to turn the new code off.

Mirek
