Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Fri, 12 Jun 2020 14:28:04 GMT

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Tom1 wrote on Fri, 12 June 2020 12:55Hi Mirek,

Thanks! This also seems to improve FILL_FAST speed. Was this expected?

Was not quite expected, but was noticed... Looks like trivial FP solution beats integer tricks...

Mirek