Subject: Re: BufferPainter::Clear() optimization
Posted by Didier on Sun, 14 Jun 2020 10:45:50 GMT

Hello all,

While searching for info on vectorisation techniques I stumbled on this
https://godbolt.org/

this web site proposes to compile small pieces of code (on many compilers) and examine the
assembler output: it is dedicated to getting the best performance out the code

This may help to get the best vectorisation code quicker and for many compilers