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

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