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Subject: Small optimization

Posted by [Didier](#) on Tue, 18 May 2021 13:36:35 GMT

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Hello Mirek,

I have a small optimisation proposition for cases where fundamental data types are used

in Vcont.h

Replace:

```
template <class T>
inline void Construct(T *t, const T *lim) {
    while(t < lim)
        new(t++) T;
}
```

with:

```
template <class T>
inline void Construct(T *t, const T *lim) {
    if ( ! std::is_fundamental<T>::value ) {
        while(t < lim)
            new(t++) T;
    }
}
```

Other methods near this one can benefit from this small optimisation (Destroy for example)

Note: Tested on my app : everything seems to work fine

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Subject: Re: Small optimization

Posted by [mirek](#) on Thu, 27 May 2021 07:07:34 GMT

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Didier wrote on Tue, 18 May 2021 15:36Hello Mirek,

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Other methods near this one can benefit from this small optimisation (Destroy for example)

Note: Tested on my app : everything seems to work fine

I am not fundamentally against it, but I am pretty sure that compiler already optimizes that out as dead code - which means it is just added noise.

```
never_inline
void Foo() {
    RLOG("---");
}
```

```
CONSOLE_APP_MAIN
{
    int x[4];
    Foo();
    Construct(x, x + 4);
    Foo();
}
```

```
400018B0 sub rsp,byte +0x28
400018B4 call dword 0x1400017e0 // call to Foo
400018B9 nop // this to align
400018BA add rsp,byte +0x28
400018BE jmp dword 0x1400017e0 // call to Foo
```

Mirek

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Subject: Re: Small optimization  
Posted by [Didier](#) on Thu, 27 May 2021 18:01:10 GMT  
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You are perfectly right then: cleaner code is better :thumbup:

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