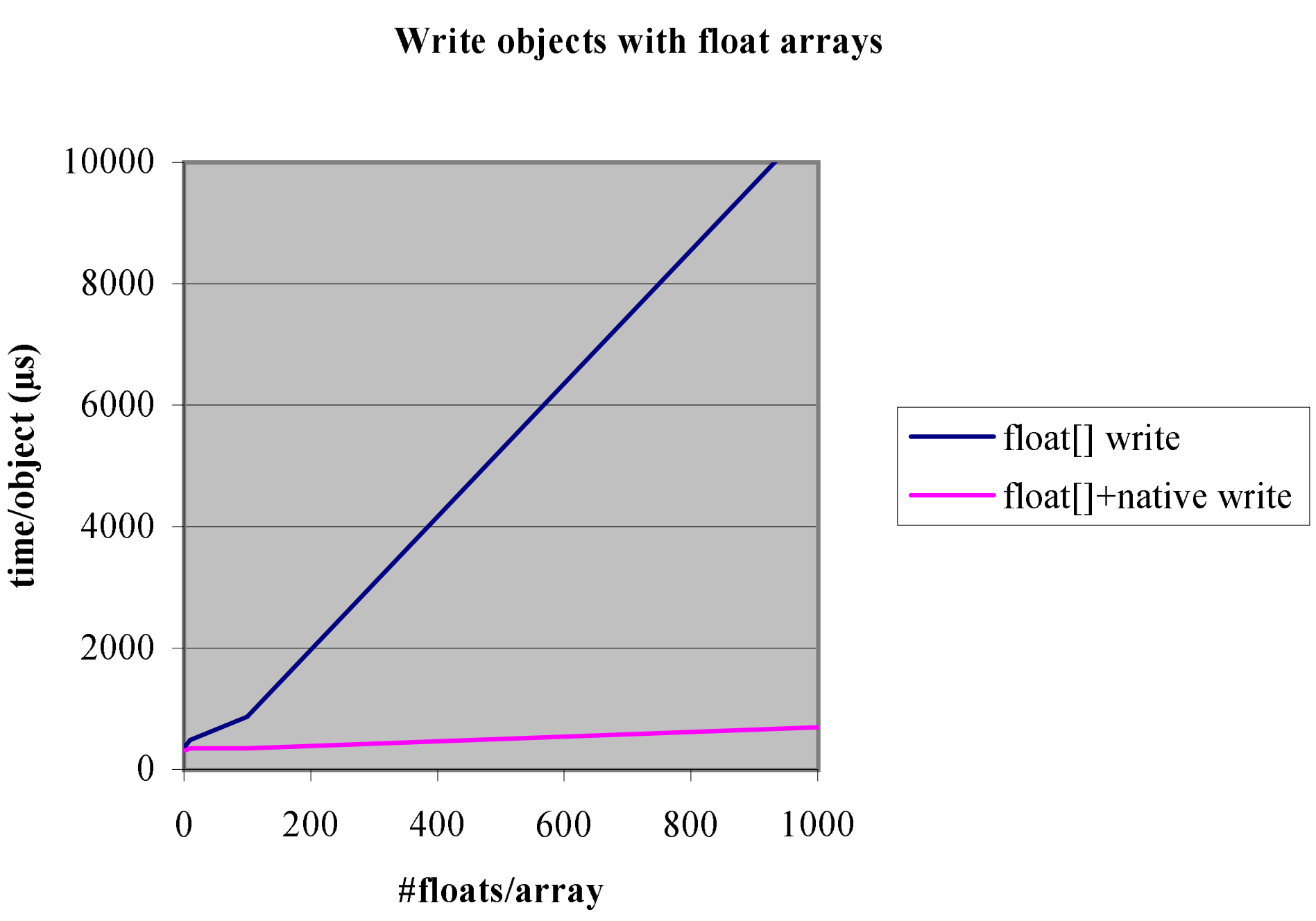
Write objects with float arrays
10000
8000
6000
4000
2000
0
time/object (µs)
0
200
400
600
800
1000
#floats/array
float[] write
float[]+native write