
Subject: Re: Rapsberry PI - cpu dilemma
Posted by [Novo](#) on Sat, 09 May 2020 04:11:45 GMT
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IMHO,

1) create CLANG method for armv7 and CLANG_armv6 for backward compatibility (maximum performance)

2) cross-compilation for Pi (nobody really wants to compile on Pi itself)

3) optimize code for small platform the way game developers do that (no exceptions, no RTTI).

There is plenty of other stuff which can be optimized.

Basically, game developers have been doing this for decades. Just follow their steps ...
