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Subject: Re: let's discuss new Draw principles and problems...

Posted by [mirek](#) on Tue, 14 Feb 2006 00:09:17 GMT

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Well, assembler is not a problem, but not a huge win either. You know, in initial experiments, the problem was not to render the image by software, but to put it to screen (pump it through the OS). Assembler is not going to help there.

Just interesting sidenote: Hand-made assembly did not give us any significant improvements over C++ code, 10% was maximum I was able to achieve. Seems like modern CPUs and compilers are quite optimal when dealing with C++ code...

Mirek

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