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Subject: Re: Threading example for U++

Posted by [mirek](#) on Tue, 17 Jul 2007 12:52:56 GMT

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arturbac wrote on Tue, 17 July 2007 05:44:1. 2007.1 is to old i tested it with current u++ in SVN on sourceforge

2. Mingw doesn't have SSE2 intrinsics , (gcc & msvc have) comment out USE\_SSE2 in ThreadFractRend.h

You can add `#if defined(COMPILER_GCC) && defined(PLATFORM_WIN32)` too..

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