Subject: Re: Ultimate++ for My Thesis
Posted by niofis on Thu, 17 Jan 2008 21:17:35 GMT

I've compiled using the optimise speed settings for both.

My application is very FP intensive (as is memory intensive too), because it calculates intersections between tree dimensional objects and rays to build the rendered output. All in single float poing precission.

Quote:Also, if you application is FP heavy, maybe mingw has activated SSE 2 FP by default, while MSC stays with x87.

I wasn't aware that mingw had SSE 2 optimizations by default, altough I knew MSC was using x87 after looking at the disassembly.

How can I enable those optimizations on MSC and or get better ones, on both?.

Anyway, I'm willing to help yo investigate further, because it's the kind of information I need to include on my paper. I was going to add the MinGW vs MSC speed test, but will need correction if it's found to be flawed.

niofis