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Subject: Re: Ultimate++ for My Thesis

Posted by [niofis](#) on Fri, 18 Jan 2008 15:40:44 GMT

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luzr wrote on Thu, 17 January 2008 23:59 Thinking further, another possible explanation is STL - if you are using it a lot.. Starting with MSVC 2005, STL implementation is quite slow...

Actually yes, I use the STL quite a lot, I need to change that and implement NTL. I guess that would bring a good performance enhancement. Hopefully on PocketPC too, that thing is awfully slow.

niofis

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